

70 SERIES

70 SERIES PROTECTION

(BIG ON BIG PRINCIPLE)

I. BASIC PRINCIPLE

This 7 man protection offers the maximum opportunity for releasing F on the weakside against a 34 and free release H without giving up protection of the QB when all LB's dog. There are no hots.

II. VERSUS 34/35/OKIE: MOLLY WEAK

- A. F and weak G Molly read Peg and Wanda.
 - 1. If Peg dogs, the weak G blocks him and F checks Wanda (block him if he dogs, release if he doesn't).
 - 2. If Peg doesn't dog, F is free to release. The weak G blocks Wanda if he dogs, otherwise help on most dangerous man.
 - 3. Any time the weak G is covered, adjust the protection. The Molly read is "OFF".
 - a) When the DE gets into an Eagle position apply Eagle Adjustment Rule. Weak T & G call "EAGLE" and F checks Peg.
 - b) TUFF RULE: When Peg aligns in a tuff position, the weak G makes a "TUFF" call which cancels the Molly read. The weak G checks Peg and F checks Wanda.
 - 4. The center never Molly reads when he is uncovered (34 plus, 34 Minus). Center check ILB over and F checks Wanda.
 - 5. G with bubble over him will block the most dangerous man from inside out, including DB's and/or LB's, while F will block the next most dangerous man.
- B. Y and Strongside line apply SLOW block rules.
 - 1. Y check end man on L.O.S. Scan for safety. Be alert for SWOOP situation.
 - 2. Strong G has man on, over (alert Swoop). Strong T has man on, over, outside.
- C. Blitz Adjustment: For all receivers it takes a DB and one LB'er to your side. (Takes one plus)

III. VERSUS 43: NO MOLLY

- A. Regular protection with Y check blocking and no Eagle Adjustment.
- B. Blitz Adjustment: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

- A. Nickel - 42 & 33 (total 6)
 - 1. Y has Bob and sift for DB's (alert Swoop) (possible "OFF" call).
 - 2. F has most dangerous DB from inside out on the weak side.
 - 3. Uncovered assignment is Carol (plus Jean vs. 33) (alert Swoop).
 - 4. Blitz adjustments vs. 42:
 - a) Weak receiver - it takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB. (Takes one)
 - 5. Blitz adjustments vs. 33:
 - a) Weak receiver - takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB plus the OLB. (Takes one plus OLB).
- B. Dime - 41 & 32 (total 5)
 - 1. F & Y have the most dangerous DB from the inside out.
 - 2. Uncovered assignment is Don (Dan & Deb vs. 32).
 - 3. Blitz Adjustments: For all receivers it takes two DB's on your side. (Takes two)

-2-

The diagram shows a 5-tuple neural network for the word 'PENES'. The input layer consists of five nodes labeled W, E, N, E, S. The hidden layer consists of five nodes labeled P, M, and two unlabeled nodes. The output layer consists of five nodes labeled W, E, N, E, S. The connections between the input and hidden layers are as follows: W is connected to P and M; E is connected to P and M; N is connected to P and M; the first unlabeled node is connected to P and M; the second unlabeled node is connected to P and M. The connections between the hidden and output layers are as follows: P is connected to W, E, N, and the first unlabeled node; M is connected to E, N, and the second unlabeled node; the first unlabeled node is connected to W, E, N, and the first unlabeled node; the second unlabeled node is connected to E, N, and the second unlabeled node. The output nodes W, E, N, E, S are labeled 'CHECK'.

A hand-drawn diagram of a protein structure. It shows a sequence of residues: W, E, N, E, M, S. Above the residues are labels: 'WS' above 'E', and 'P' above 'E'. A dashed line connects 'WS' to 'E'. Below the residues, there are several circles representing atoms or groups, with lines indicating bonds or interactions. A curved arrow points from the left towards the structure.

A diagram of a simple neural network. It consists of three layers of nodes: an input layer with two nodes labeled 'P' and 'M', a hidden layer with five nodes labeled 'W', 'E', 'N', 'E', and 'S', and an output layer with two nodes. Arrows indicate connections from the input layer to the hidden layer, and from the hidden layer to the output layer. A curved arrow points from the output layer back to the input layer, representing a feedback loop.

43 FRONTS

W E T T E

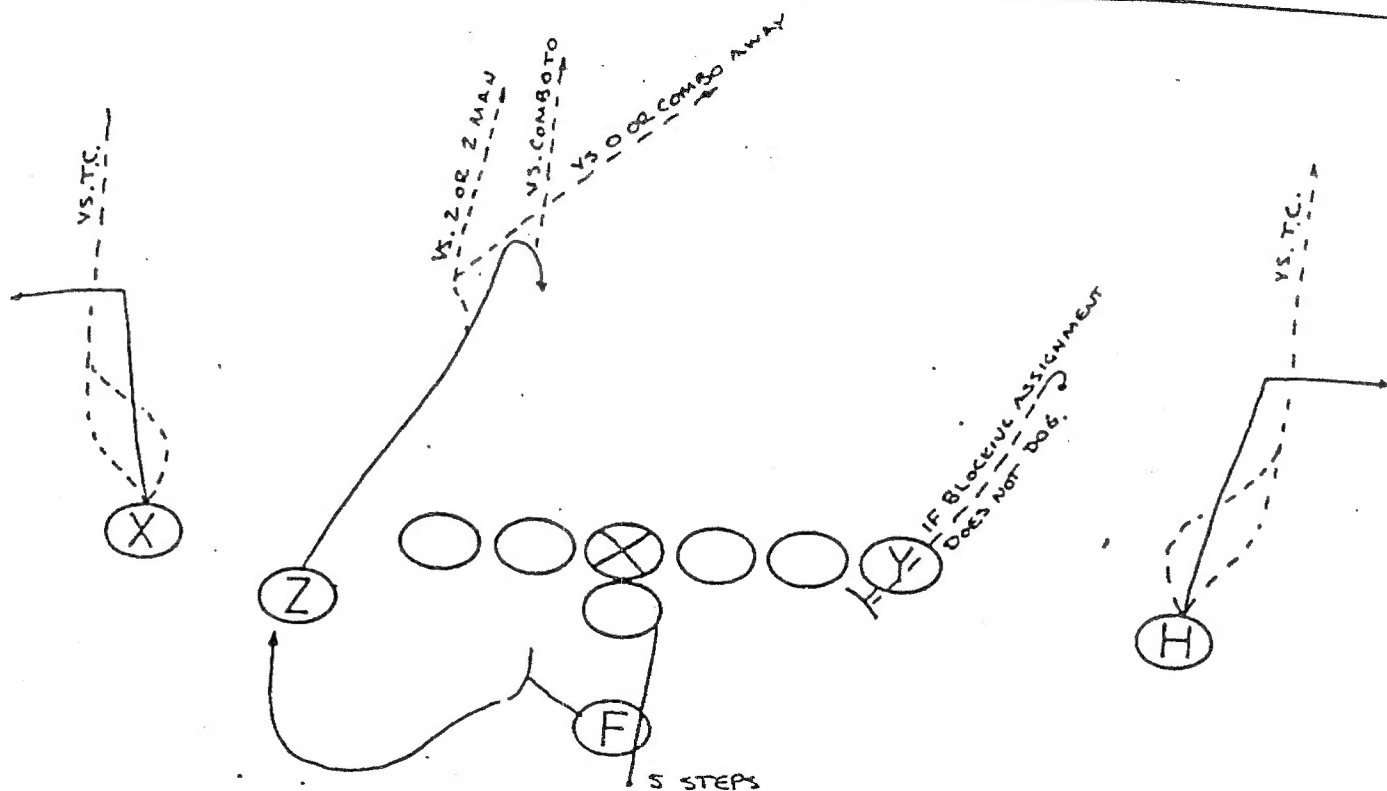
W M
E T T E S
←

WS W
E T T E M S
Q Q Q Q Q Q

NICKEL FRONTS

DIME FRONTS

Diagram illustrating a 2D hexagonal lattice structure. The central hexagon is labeled 'O'. The top hexagon is labeled 'E', the top-right is 'T', and the top-left is 'E'. Above 'E' is 'N', above 'T' is 'D', and above 'E' is 'A'. The bottom hexagon is labeled 'N'.



QB

5 Step Drop. Key middle for rotation. Work outside in opposite rotation. Versus cover 2 or 2 Man, work from middle to X to F. Versus safety blitz, work to sight adjustment side.

X

Run 3 Cut (Out). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

F

Check blocking assignment. N/T run turn out.

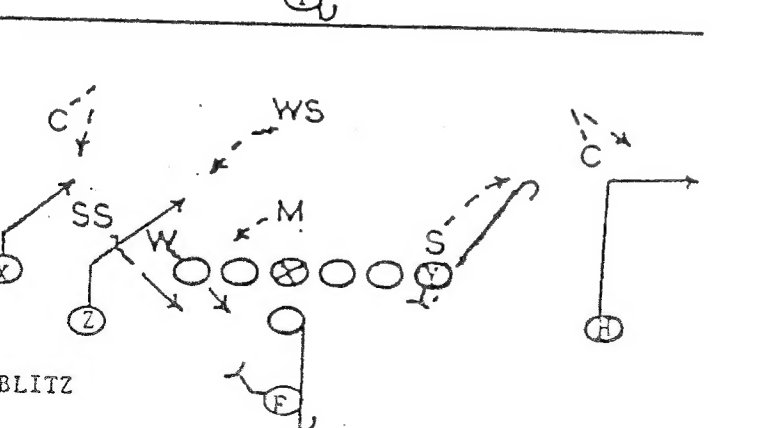
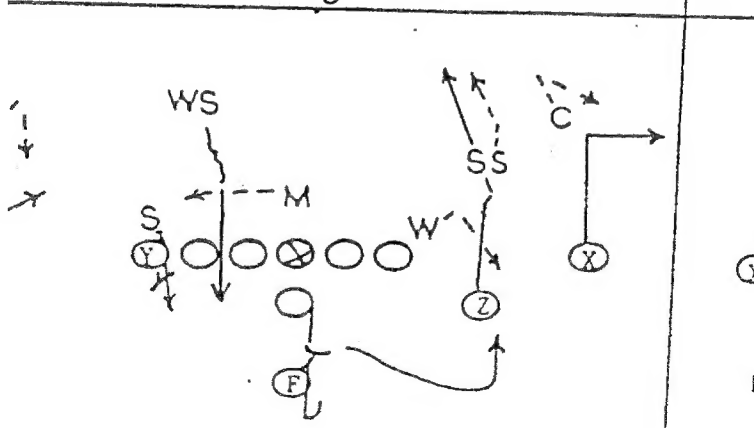
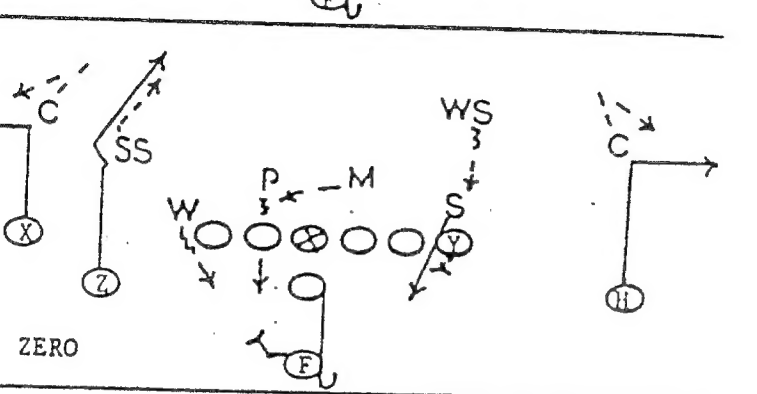
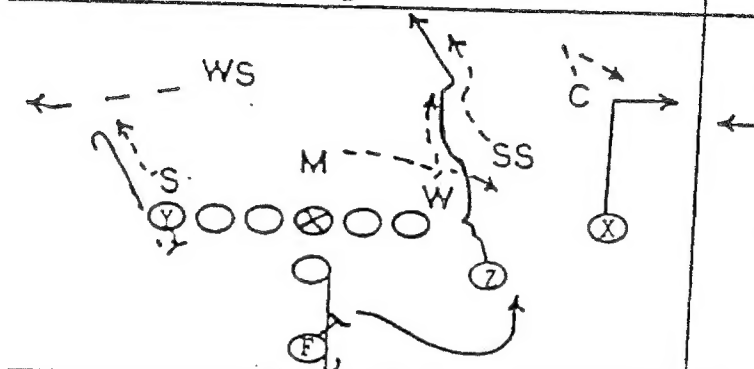
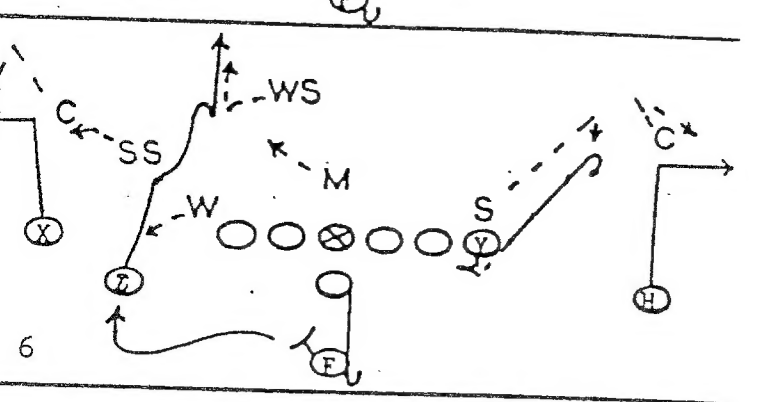
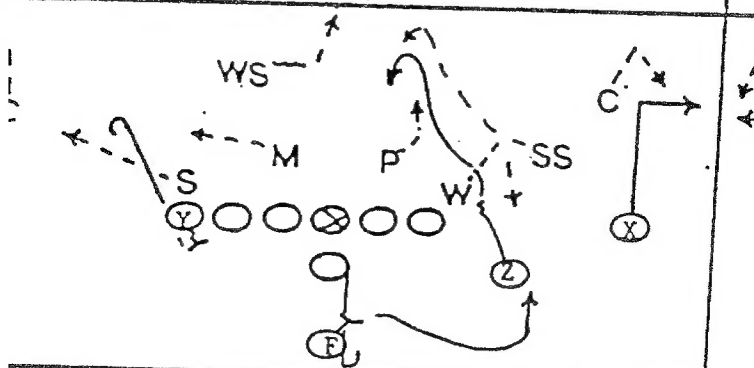
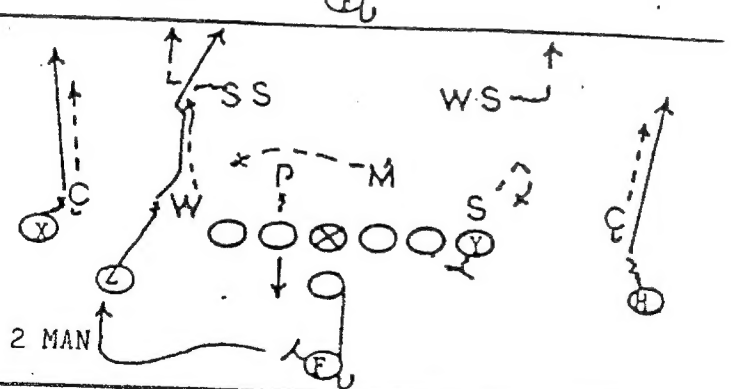
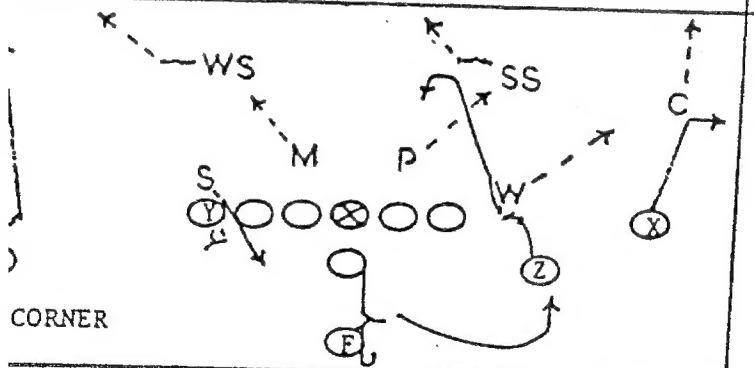
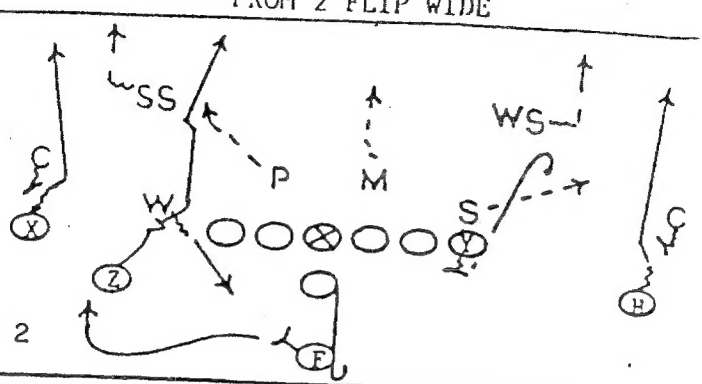
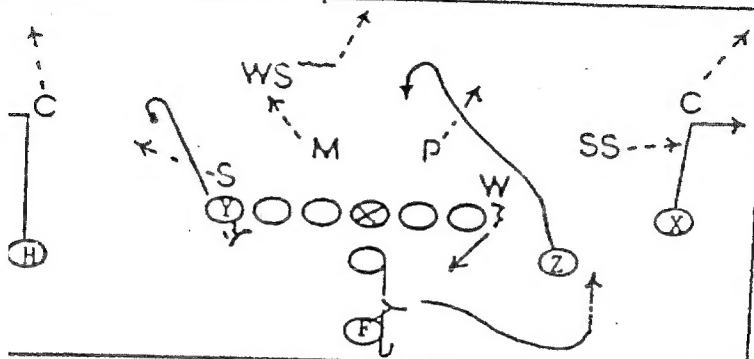
Run middle read. Versus safety blitz your side run safety blitz sight adjustment.

Run 3 Cut (Out). Run streak adjustment versus tough corner.

Check. Run M.

FROM 3 FLIP WIDE

FROM 2 FLIP WIDE



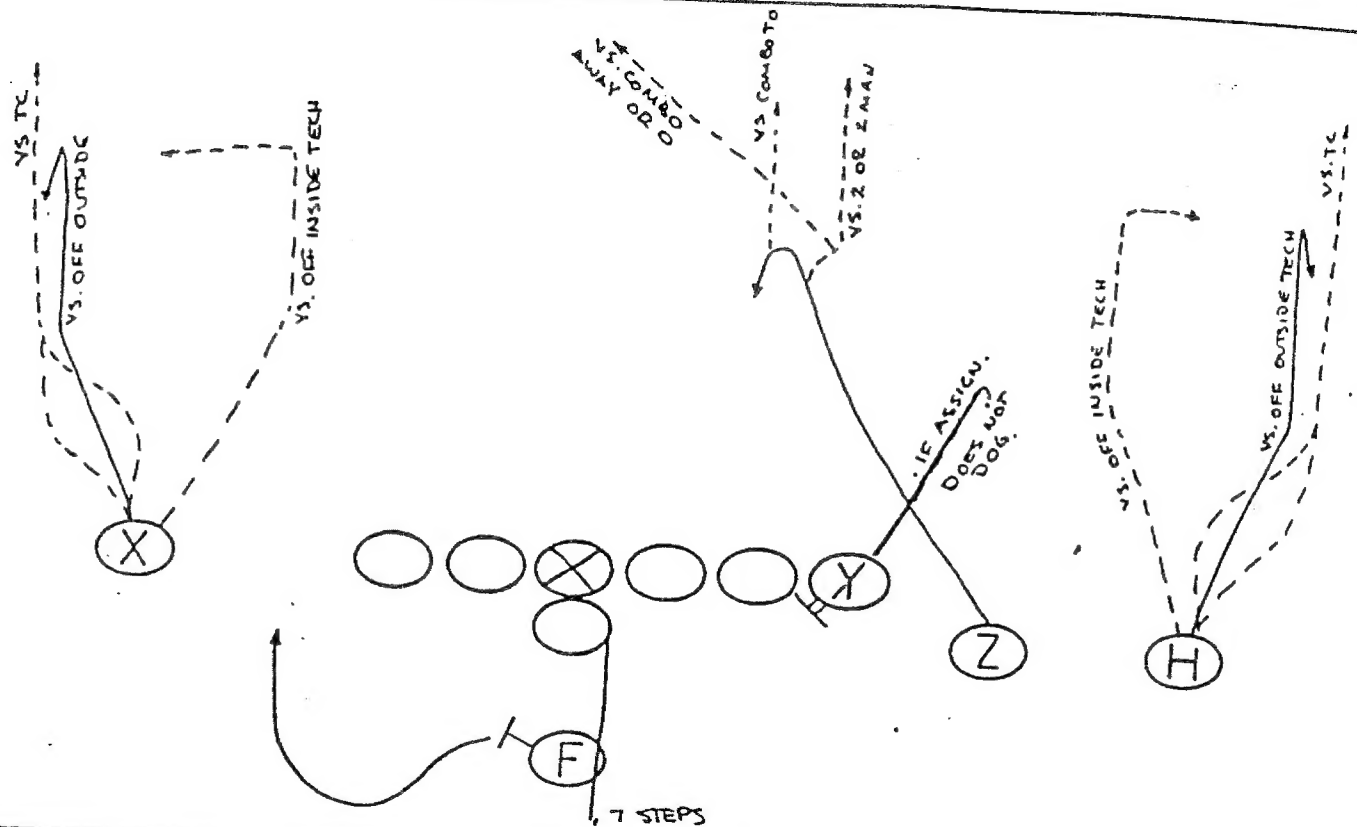
CORNER

2 MAN

6

ZERO

BLITZ

QB

Key middle for rotation. Work inside out opposite the rotation. Versus Cover 2 or 2 Man work from middle to X to F. Versus safety blitz, work to safety blitz sight adjustment side.

X

Run 5 Cut (comeback). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Check blocking assignment. N/T run turn out.

Z

Run middle read. Versus safety blitz, run safety blitz sight adjustment your side.

F

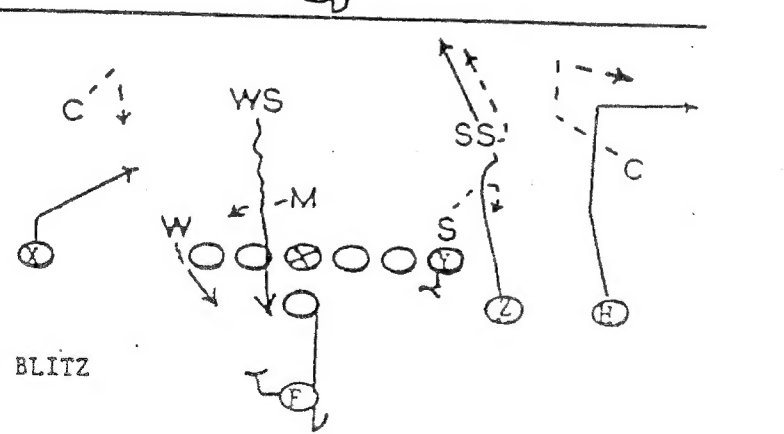
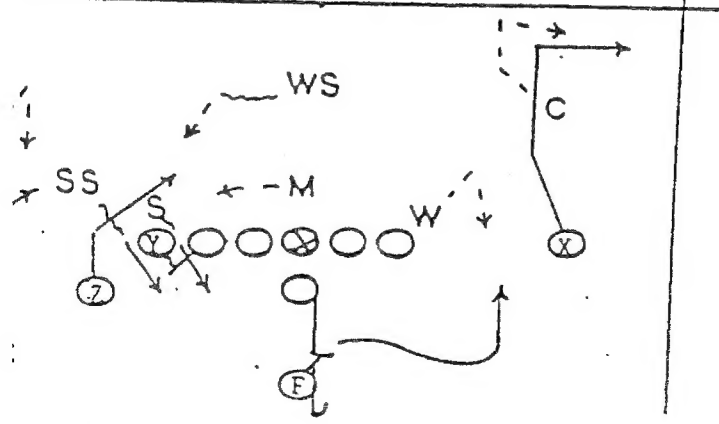
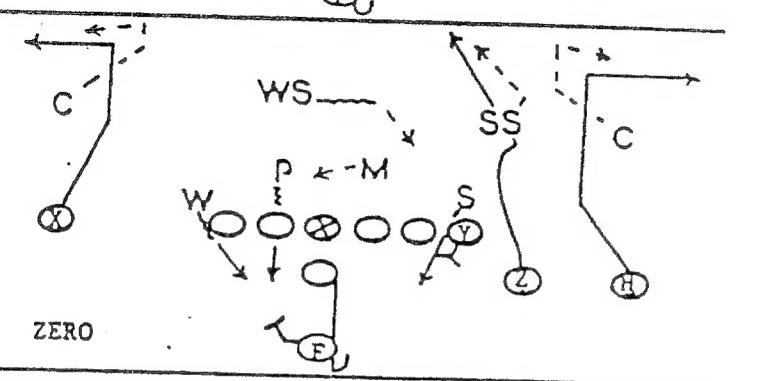
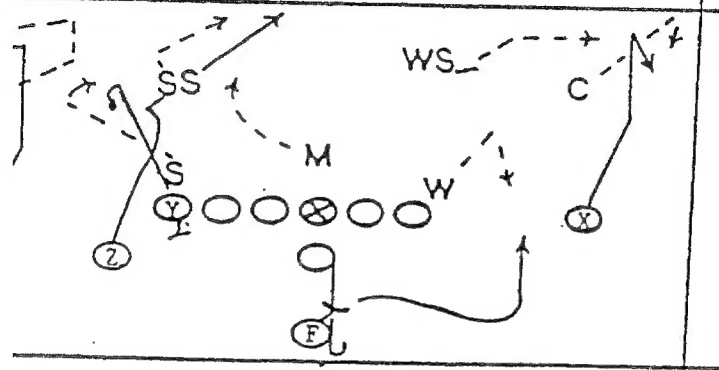
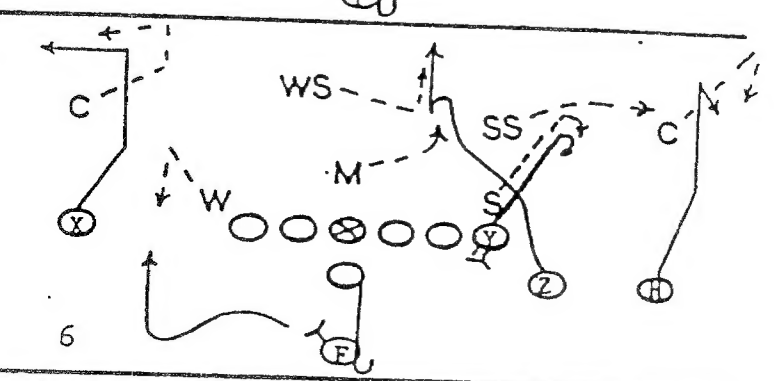
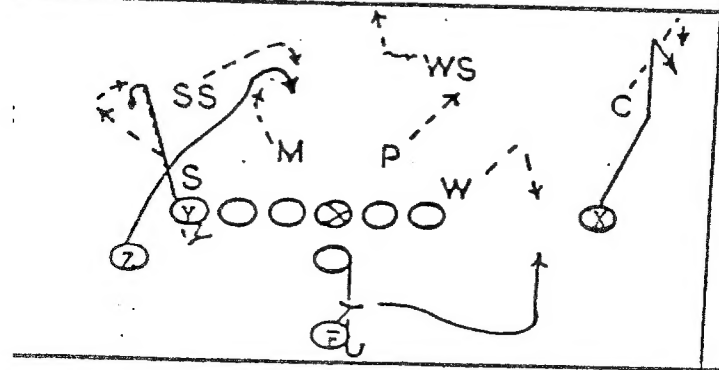
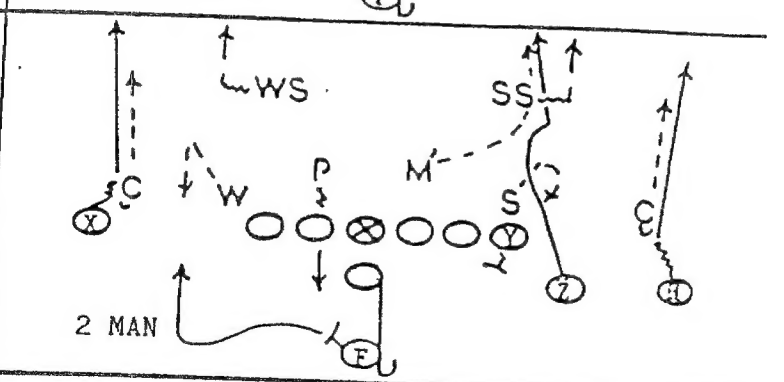
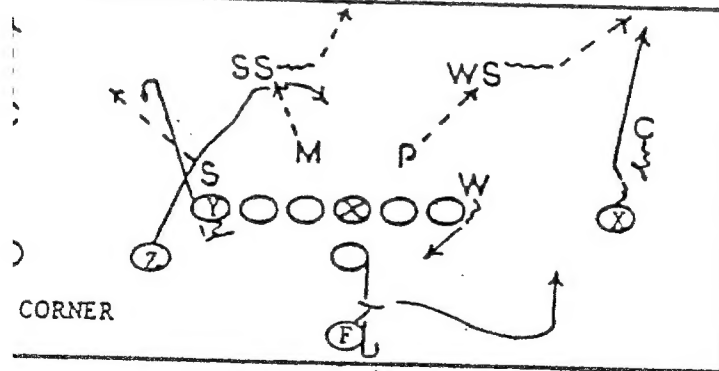
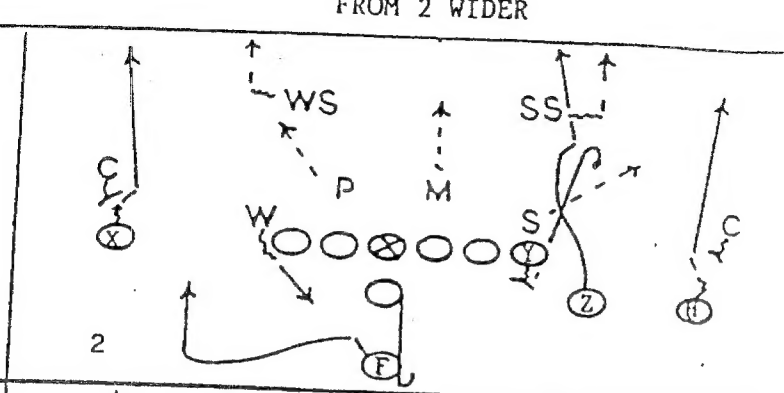
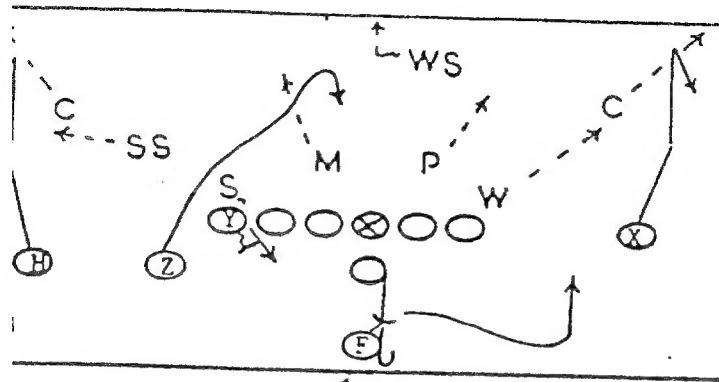
Run 5 cut (comeback). Run streak adjustment versus tough corner.

M

heck, run M.

FROM 3 WIDER

FROM 2 WIDER

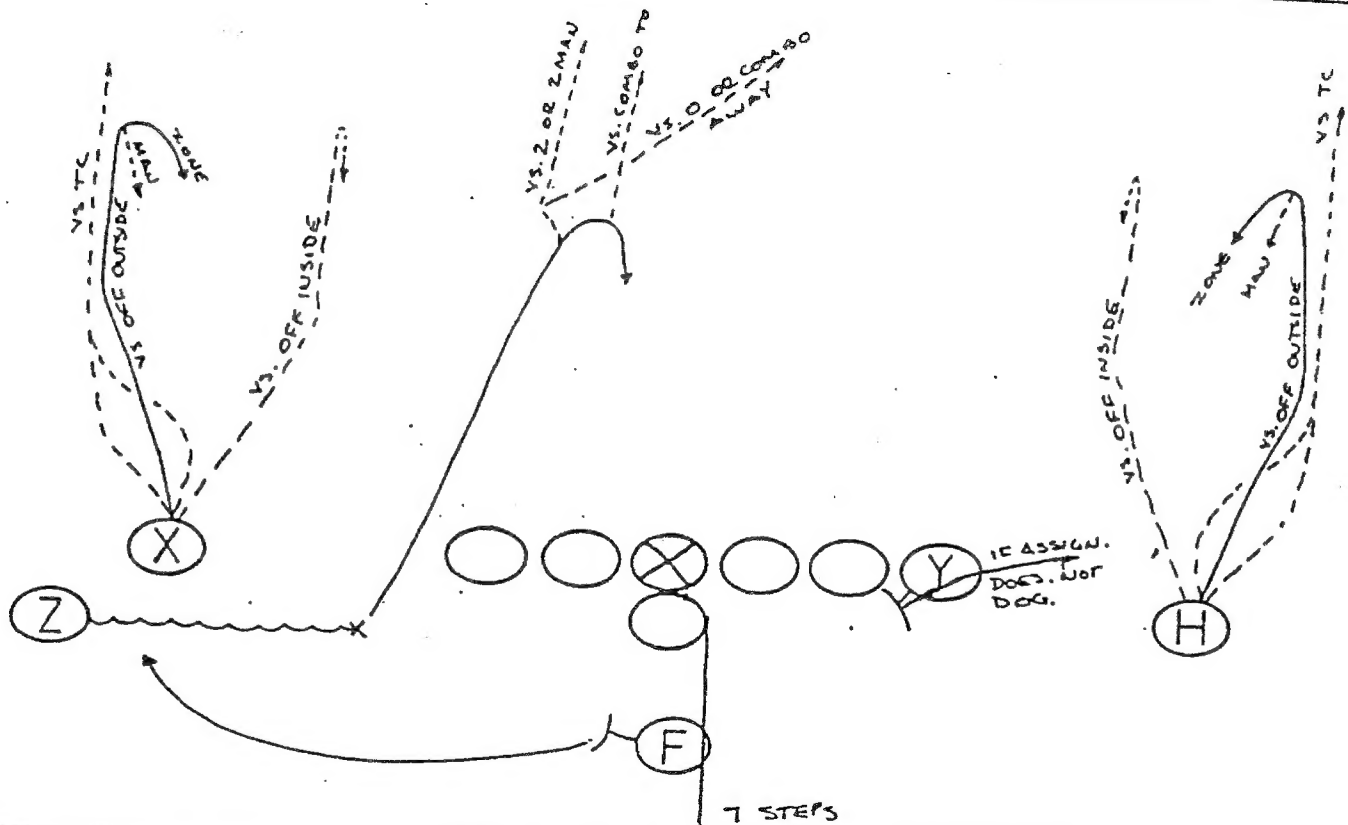


CORNER

2 MAN

ZERO

BLITZ



OB

7 Step Drop. Key middle for rotation. Work inside out opposite the rotation.
Versus cover 2 or 2 Man, work from middle to X to F.
Versus safety blitz work to sight adjustment side.

Y

Run 6 Cut (Hook). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Check blocking assignment. N/T run a drag.

z

Run middle read. Versus safety blitz your side, run safety blitz sight adjustment.

H

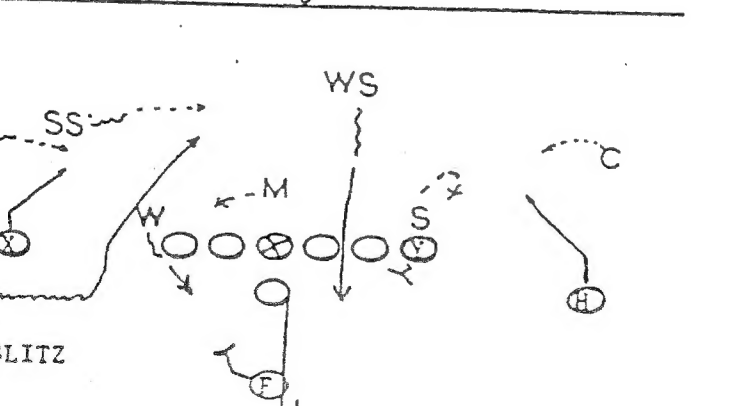
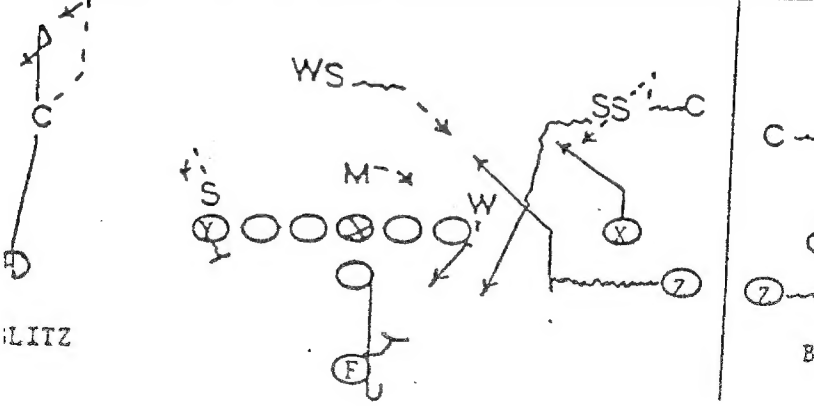
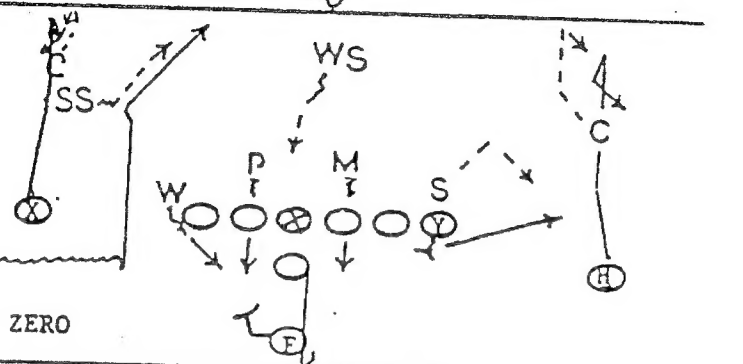
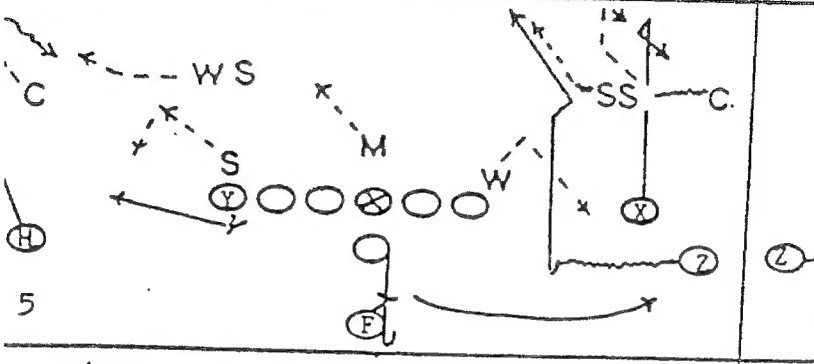
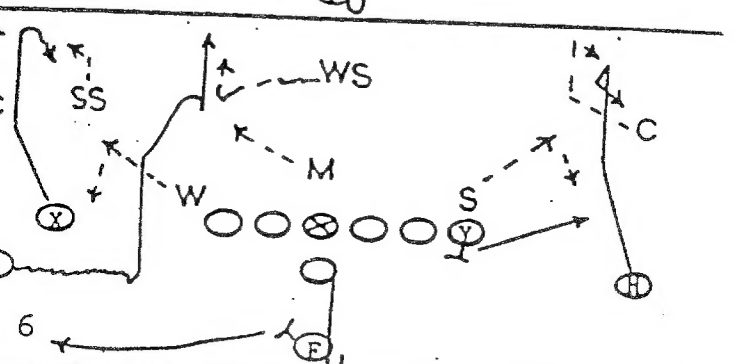
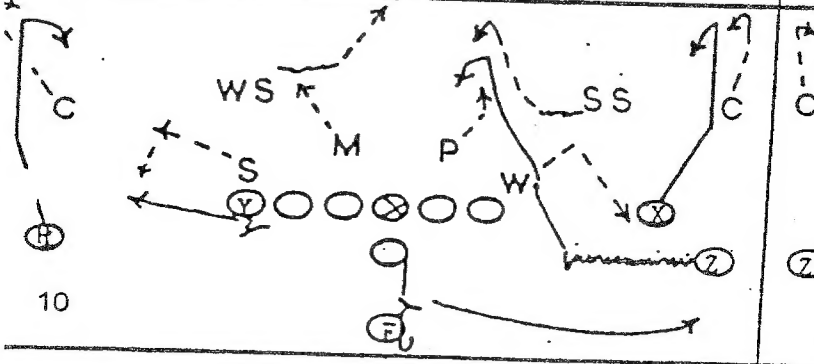
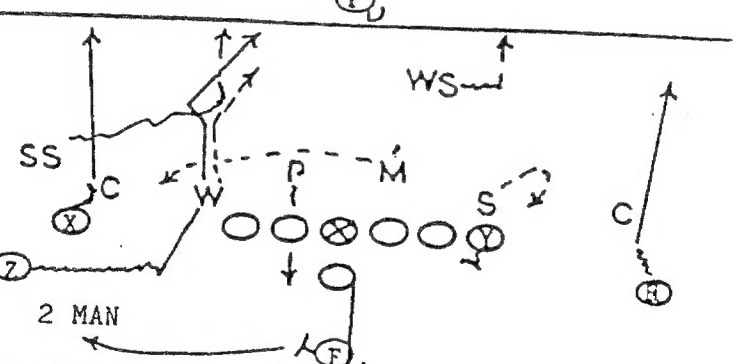
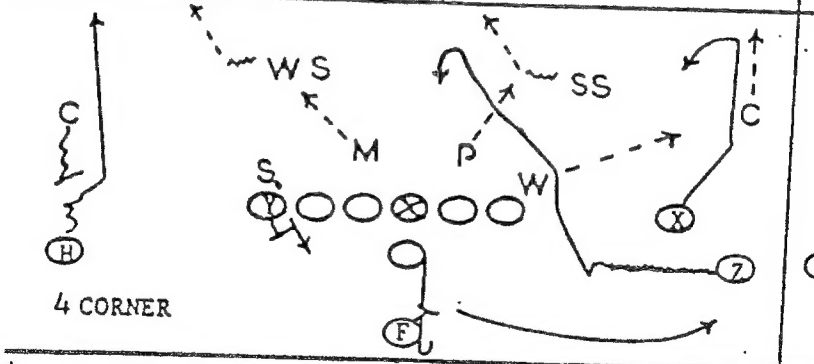
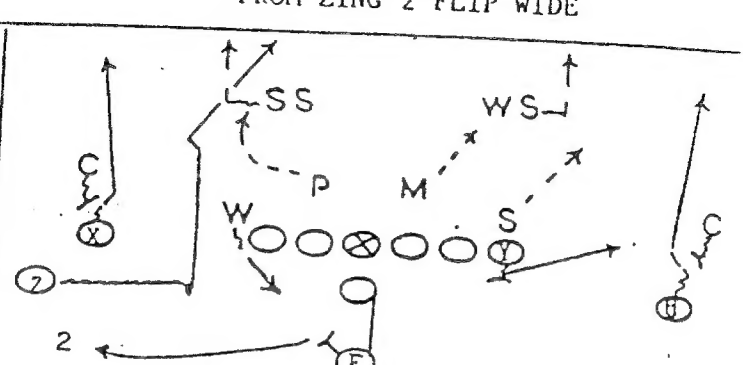
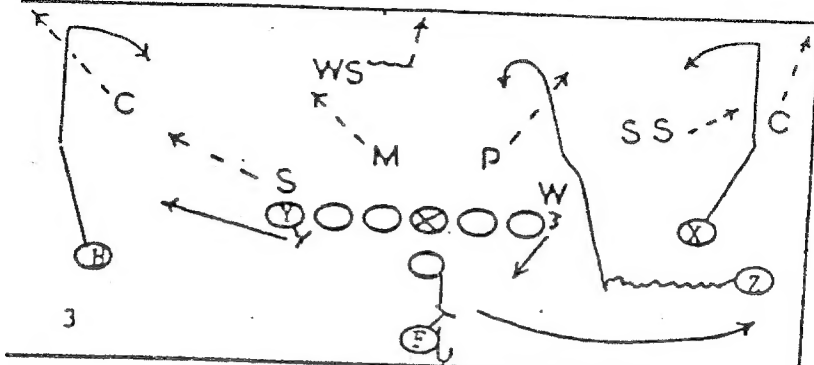
Run 6 Cut (Hook). Run streak adjustment versus tough corner.

F

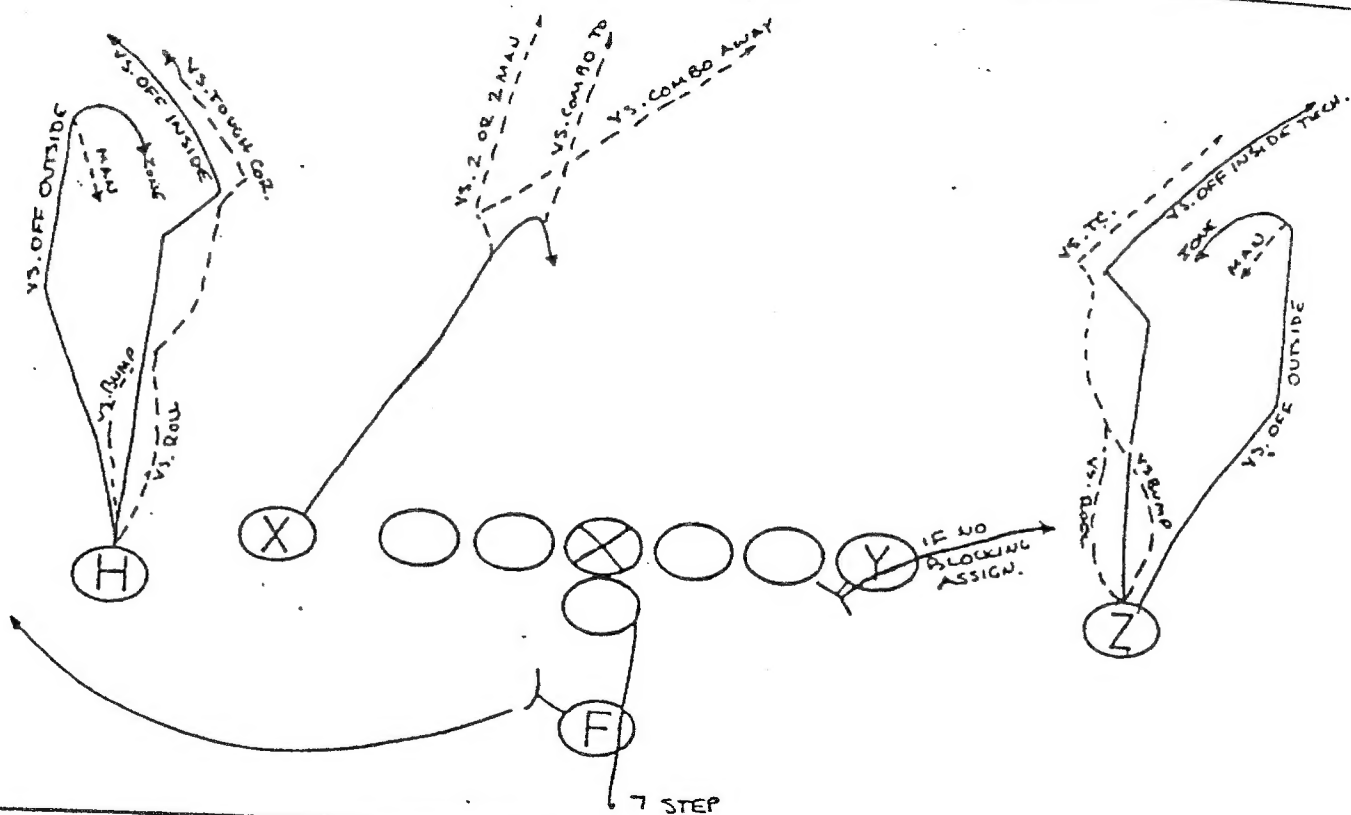
Check. Run wide.

FROM ZING 3 FLIP WIDE

FROM ZING 2 FLIP WIDE



70 DOUBLE COMBO (FROM 2 OUTSIDE)



QB

Key middle for rotation. Work inside out opposite the rotation. Versus cover 2 or 2 F work from middle to H to FB. Versus safety blitz, work to sight adjustment side.

X

Run middle read. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Check blocking assignment. N/T run drag.

Z

Run combo. Versus safety blitz your side, run safety blitz sight adjustment.

H

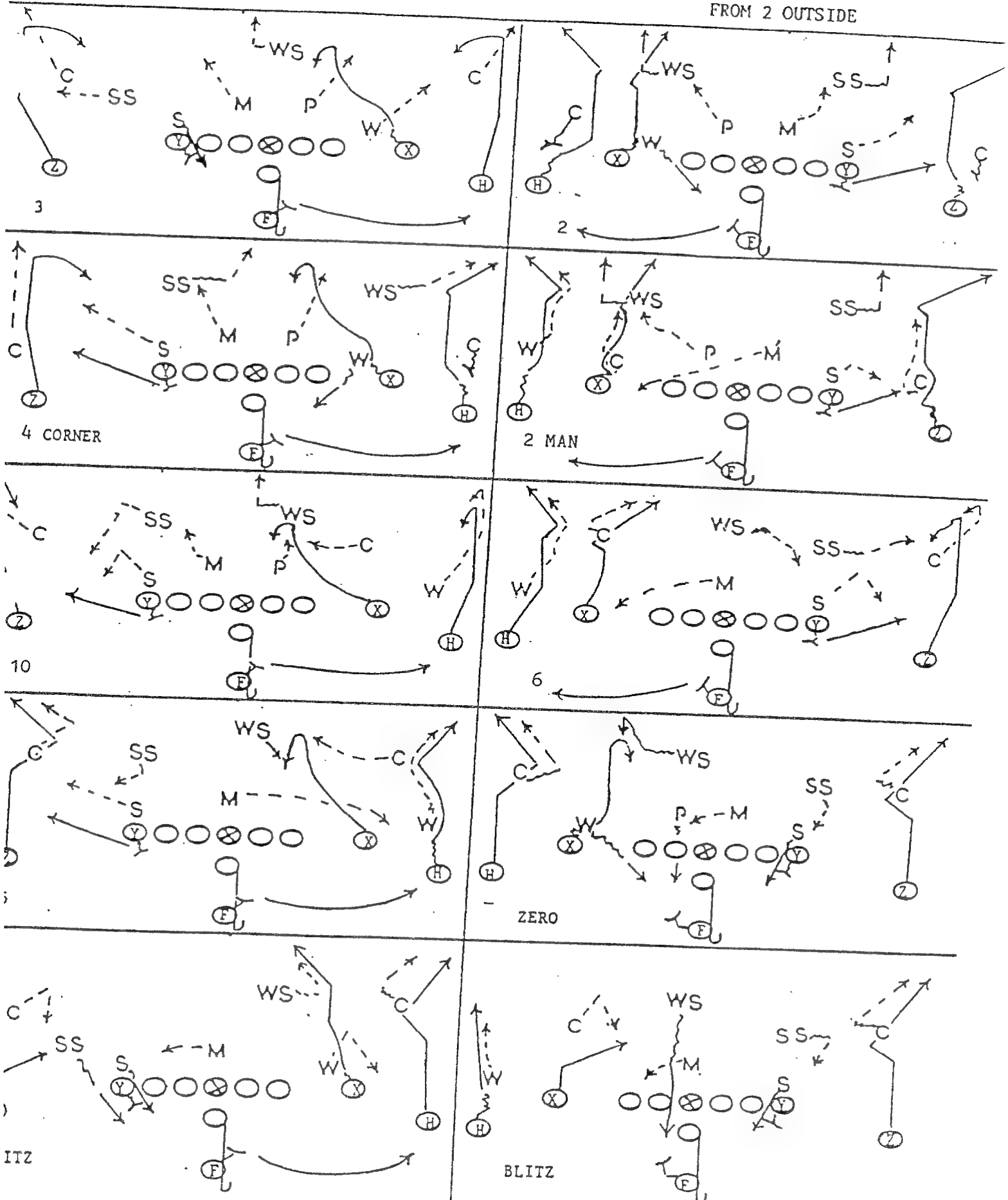
Run combo.

F

Check. Run wide.

FROM 3 OUTSIDE

FROM 2 OUTSIDE



80 SERIES

80 SERIES PROTECTION
(SLIDE PRINCIPLE)

I. BASIC PRINCIPLE

This 6 man protection free releases four receivers (X,Y,Z,H) and utilizes six men to protect. Throw hot to X only when a couple LB'ers both dog weakside. F dual, read 1st two LB'ers weakside. The line slides strong.

II. VERSUS 34/35/OKIE

- A. The line slides strong and is responsible for both DE's, noseman, Mike and Sam. Sift the strong DB blitz.
- B. F dual, read Peg and Wanda. Scan for safety blitz to weakside.
- C. Blitz adjustment: For all receivers it takes a DB and one LB'er to your side. (Takes one plus)

II. VERSUS 43

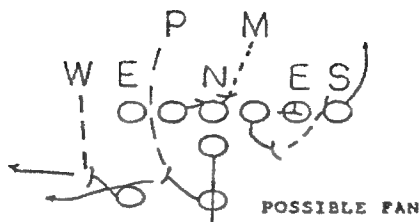
- A. The line is responsible for both DE's, both DT's and Sam. Sift the strong DB blitz.
- B. F dual, read Mike and Wanda. Scan for weak safety blitz.
- C. Blitz adjustments: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES: NO HOT READS

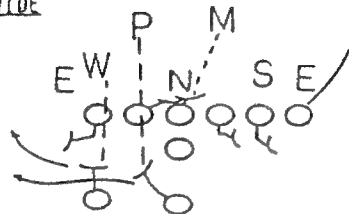
- A. 42 & 33 (total 6) (NICKEL)
 - 1. F has Carol and scan for DB's weakside.
 - 2. Uncovered assignment:
 - a) 33 = Jean & Bob plus sift for strongside DB's Blitz.
 - b) 42 = Bob plus sift for strongside DB's Blitz.
 - 3. Blitz adjustment vs. 42: For all receivers it takes one DB. (Takes one)
 - 4. Blitz adjustment vs. 33: For all receivers it takes one DB plus the OLB. (Takes one plus OLB)
- B. 41 & 32 (total 5) (DIME)
 - 1. F scans most dangerous weakside DB from inside out.
 - 2. Uncovered assignment:
 - a) 32 = Dan & Deb plus sift for strongside DB's.
 - b) 41 = Don plus sift for strongside DB's.
 - 3. Blitz adjustment vs. 41:
 - a) Strong receiver - it takes one DB on your side. (Takes one)
 - b) Weak receiver - it takes two DB's on your side. (Takes two)
 - 4. Blitz adjustment vs. 32:
 - a) Strong receiver - takes one DB plus one OLB. (Takes one plus OLB)
 - b) Weak receiver - takes two DB's. (Takes two)

34 FRONTS

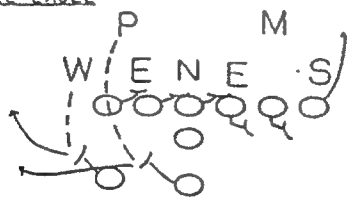
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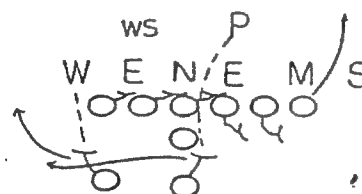
34 DOUBLE WIDE



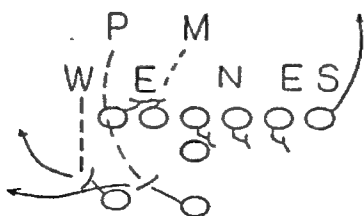
34 DOUBLE EAGLE



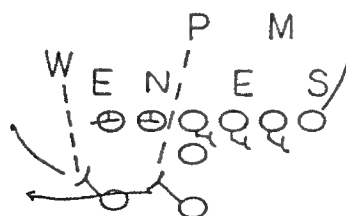
34 BEAR



34 PLUS

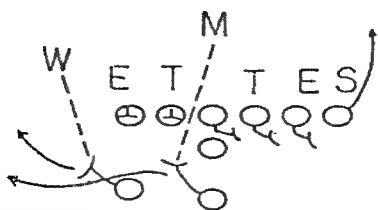


34 MINUS

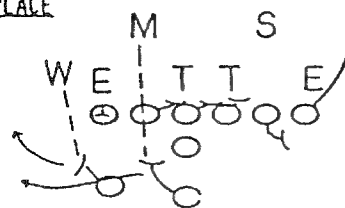


43 FRONTS

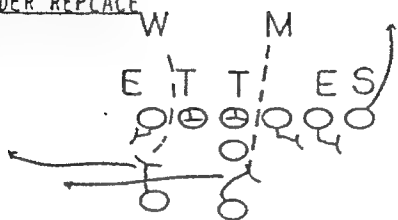
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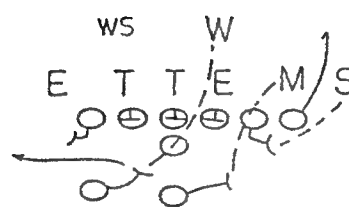
43 OVER REPLACE



43 UNDER REPLACE

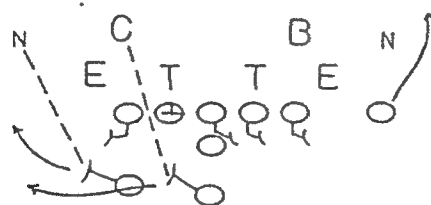


43 BEAR

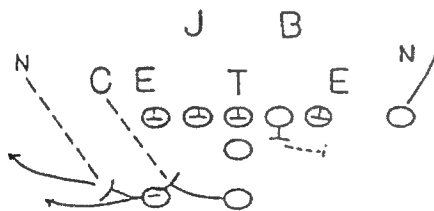


NICKEL FRONTS

42

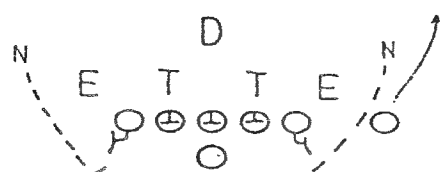


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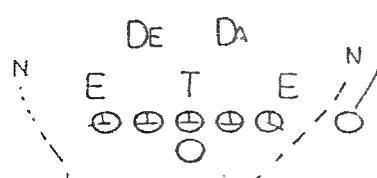


DIME FRONTS

41

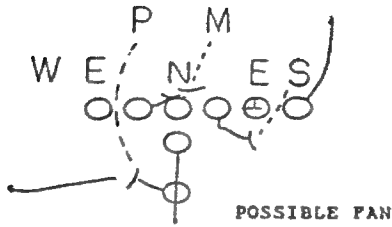


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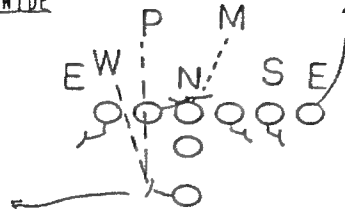


34 FRONTS

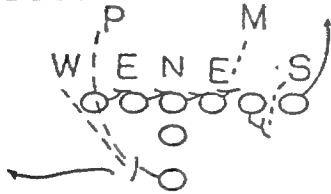
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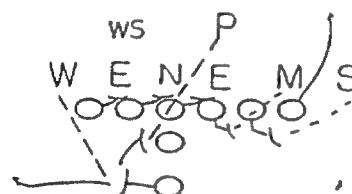
34 DOUBLE WIDE



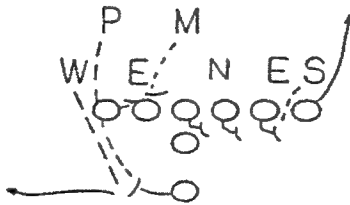
34 DOUBLE EAGLE



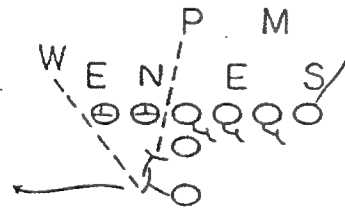
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

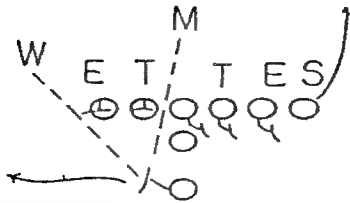


34 MINUS

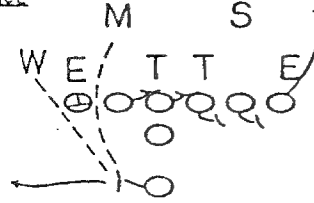


43 FRONTS

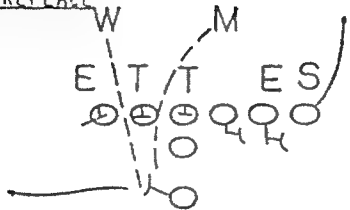
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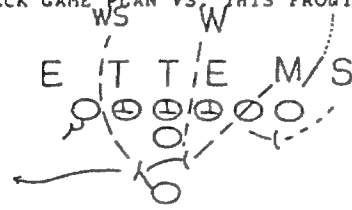
43 OVER REPLACE



43 UNDER REPLACE

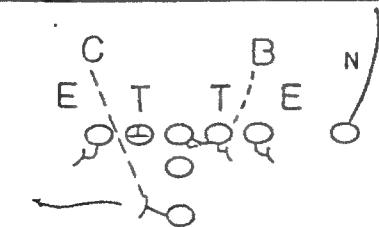


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

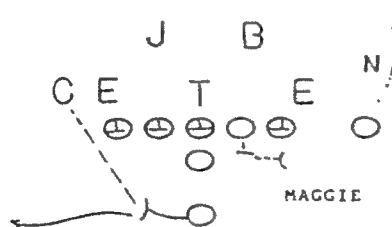


NICKEL FRONTS

42

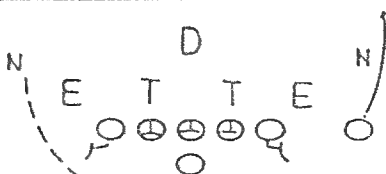


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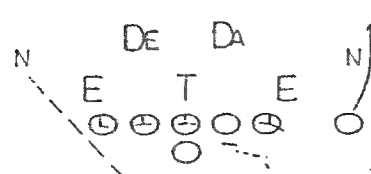


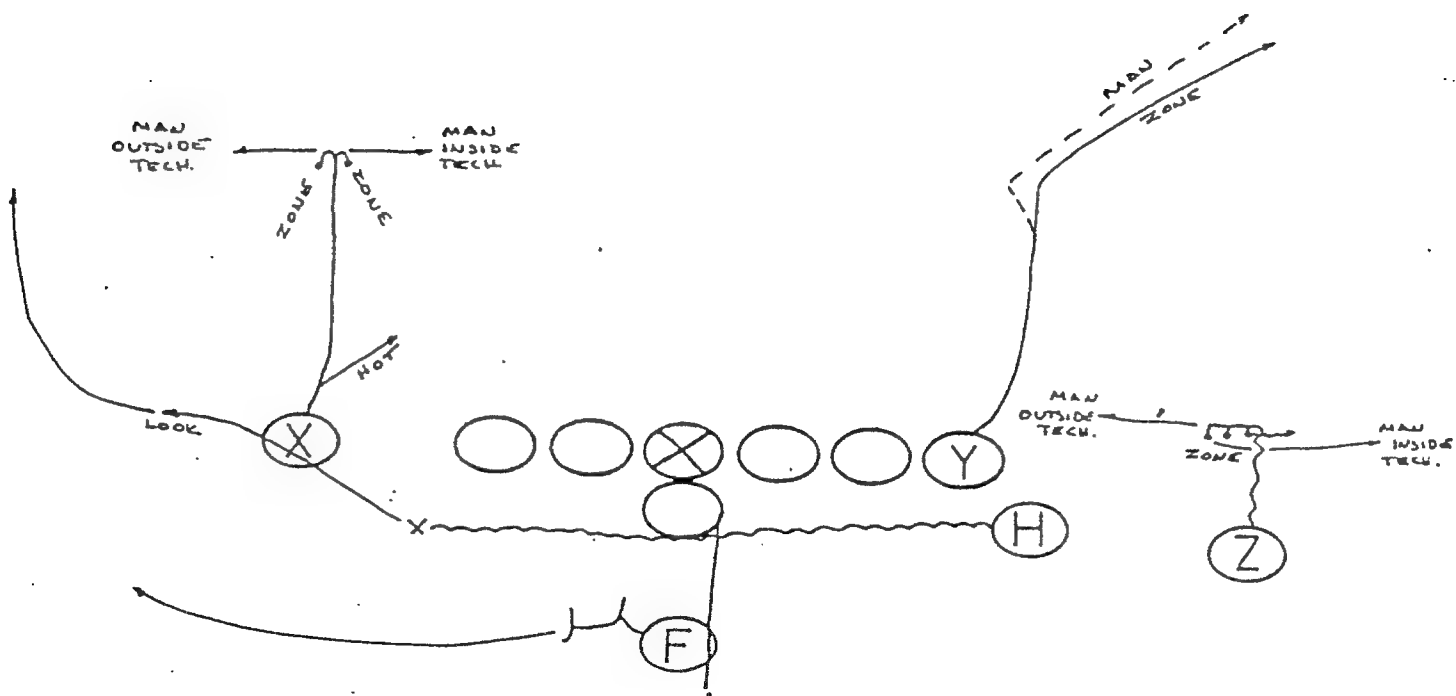
DIME FRONTS

41



32





QB

Progression read. Priority list. Work from option side going from flat to option, then back to smash side. Possible Hot versus double LB dog to the weak side versus seven man fronts. Versus safety blitz, work to sight adjustment side.

X

Run Option. Possible Hot versus double LB dog weak versus seven man fronts. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Smash. Versus safety blitz, run safety blitz sight adjustment.

H

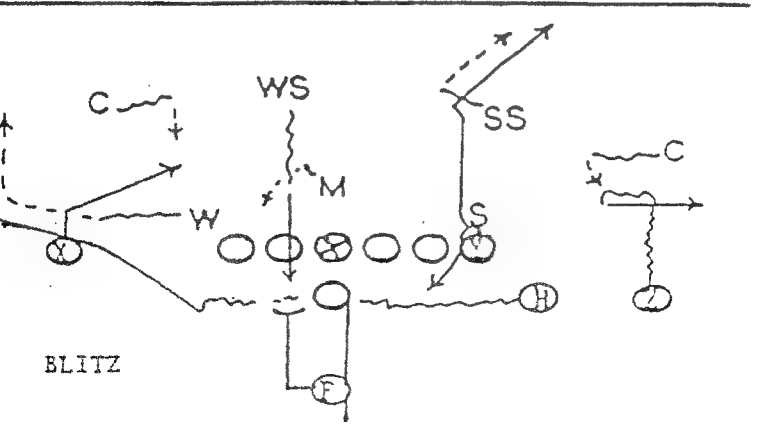
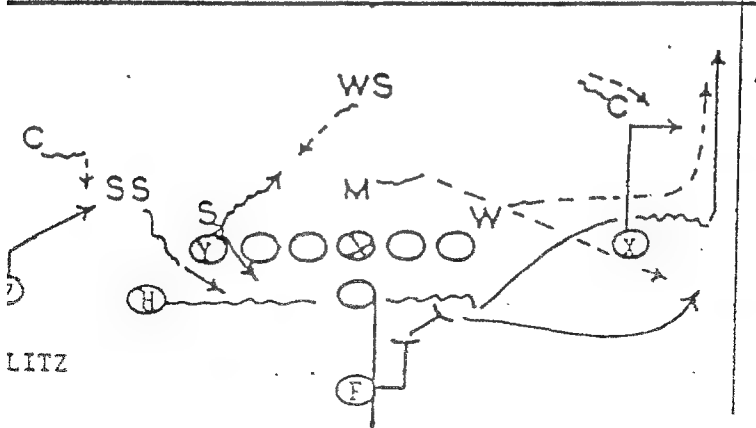
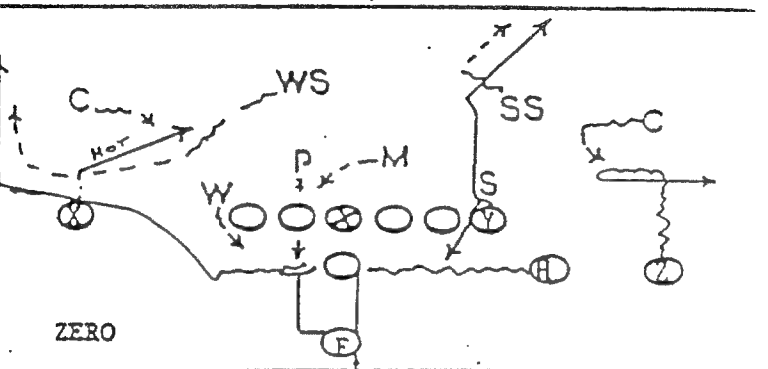
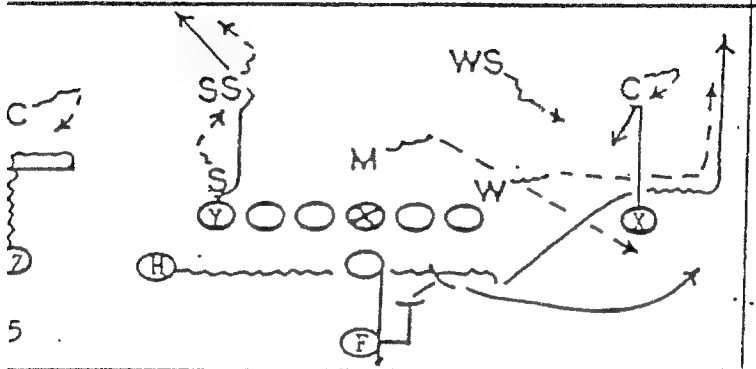
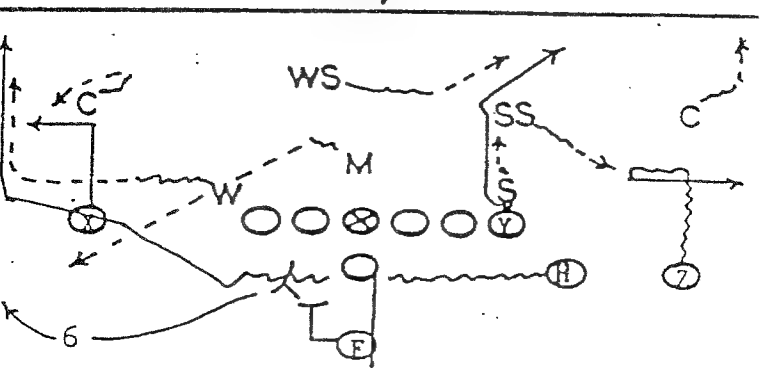
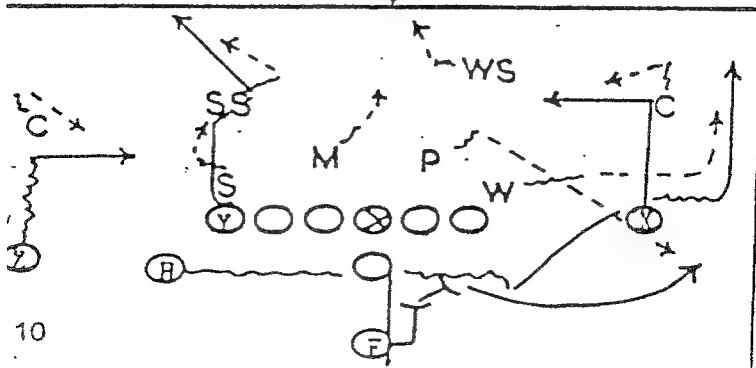
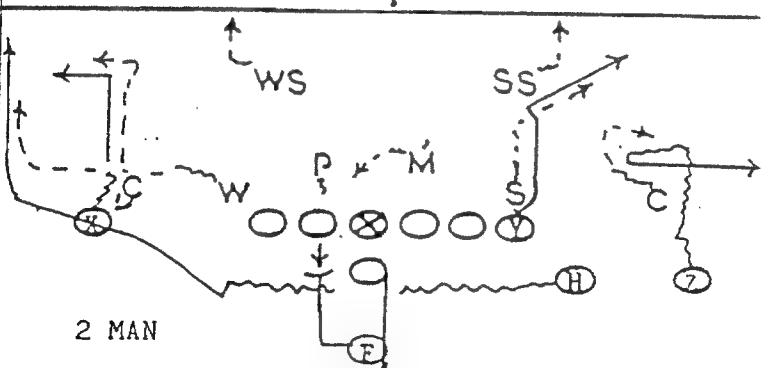
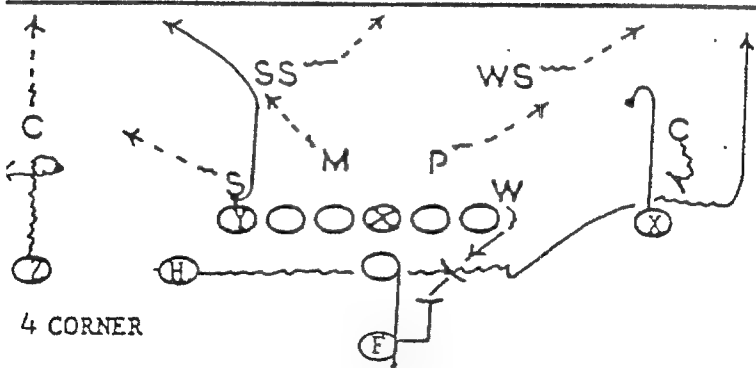
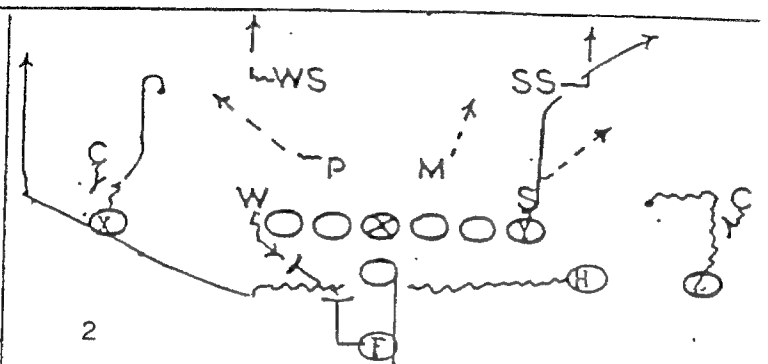
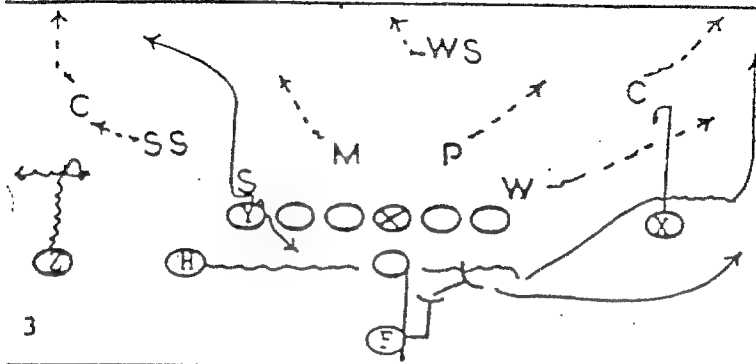
Motion to IN Position. Run swing, look for throw in flat then turn up.

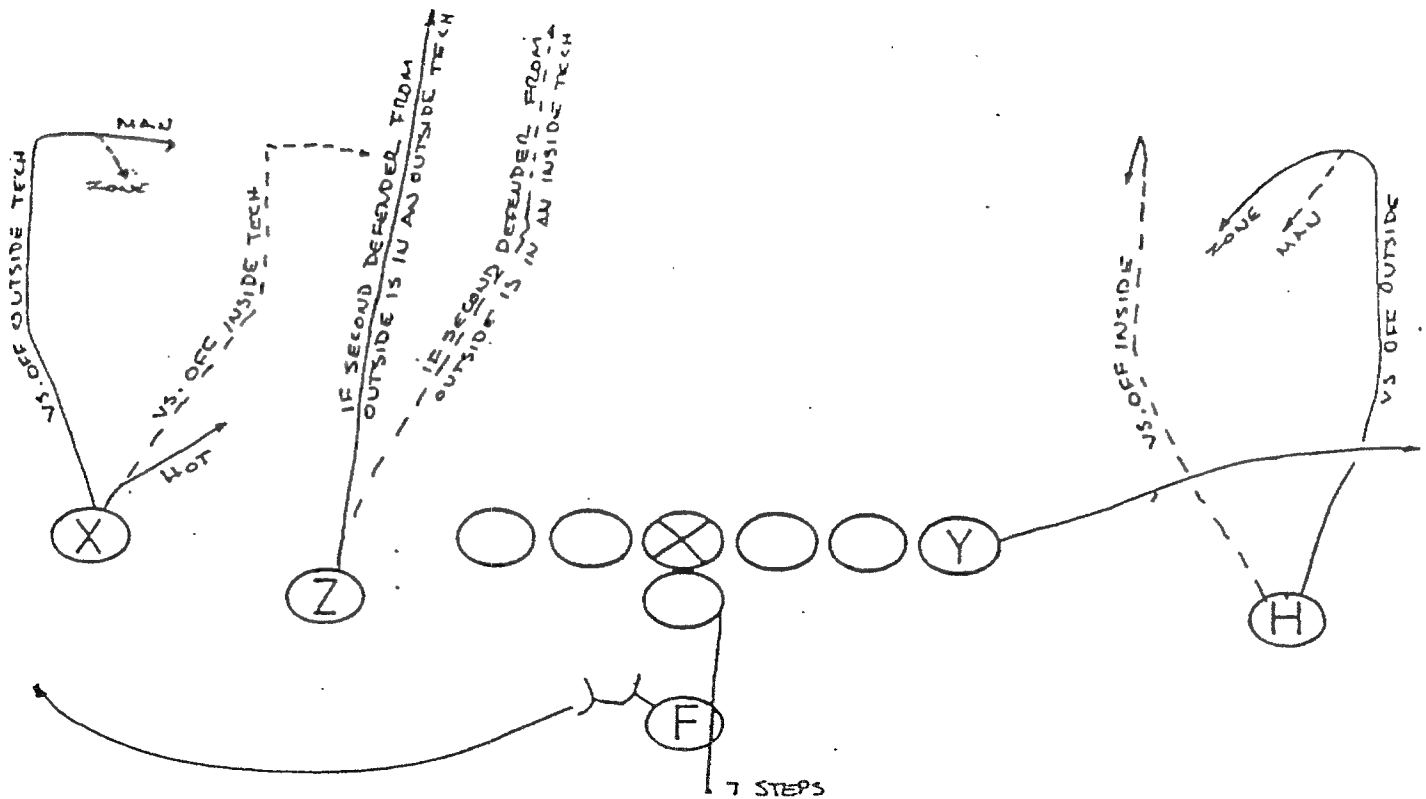
F

Check. Run wide.

FROM 3 HIP NUM IN

FROM 2 HIP NUM IN





QB

- Progression read. Work from curl side to cross side. Possible throw to Z only versus coverages with no deep help. Possible Hot to X versus double LB dog to weak side versus seven man fronts.
- Versus safety blitz, work to sight adjustment side.

X

Run Cross. Possible Hot versus double LB dog to weak side versus seven man fronts. Versus safety blitz, run safety blitz sight adjustment.

Y

Run Drag. Be ready for quick throw in flat versus safety blitz your side.

Z

Run Streak. If second defender from outside is in an outside technique, try to take two deep by splitting numbers two and three. If he is inside, work to get open deep. Versus safety blitz your side, run safety blitz sight adjustment.

H

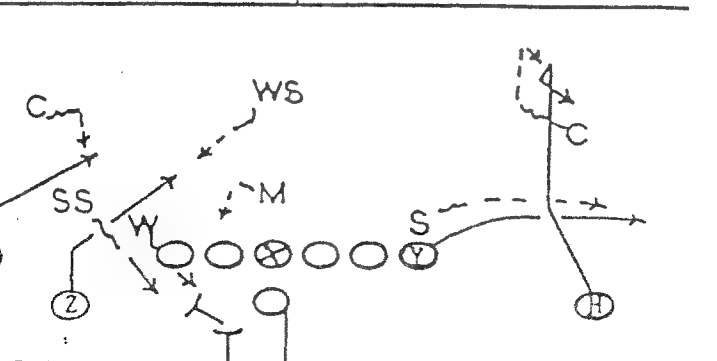
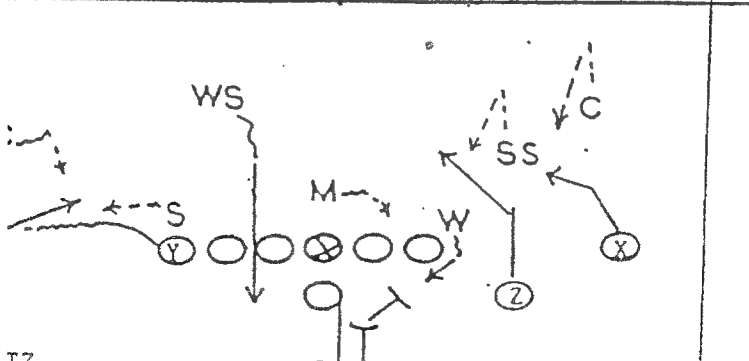
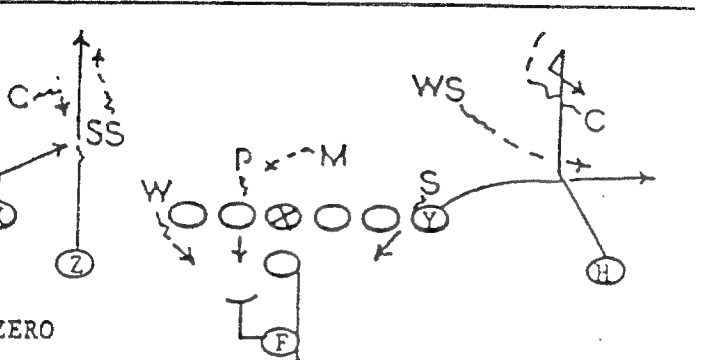
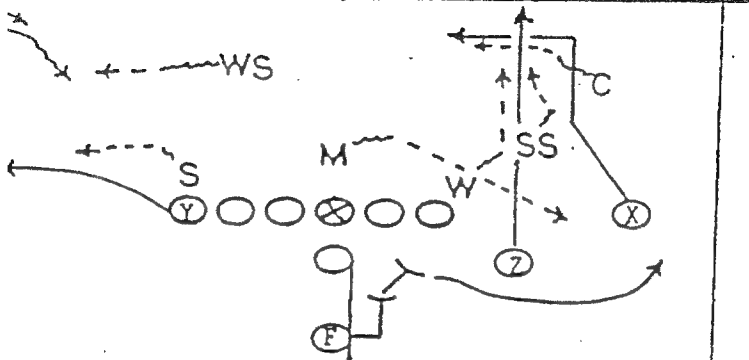
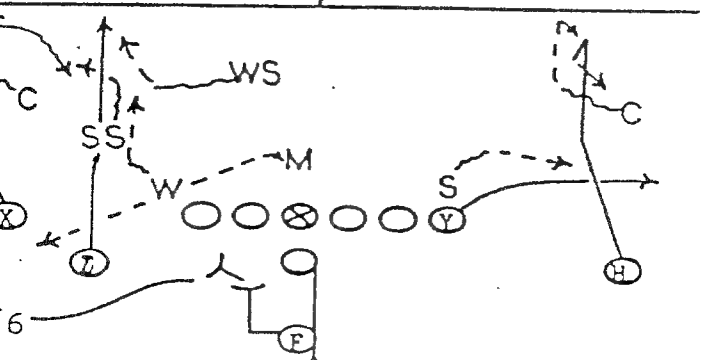
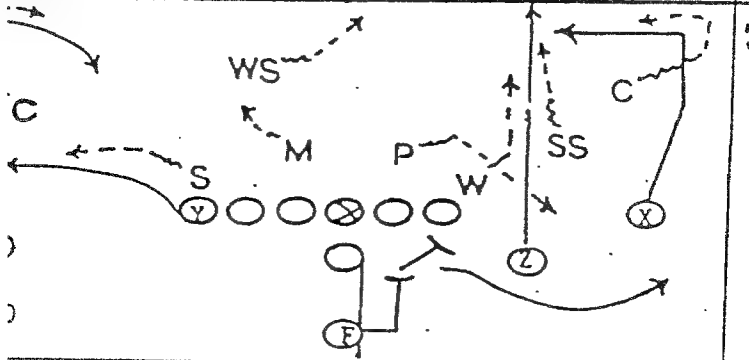
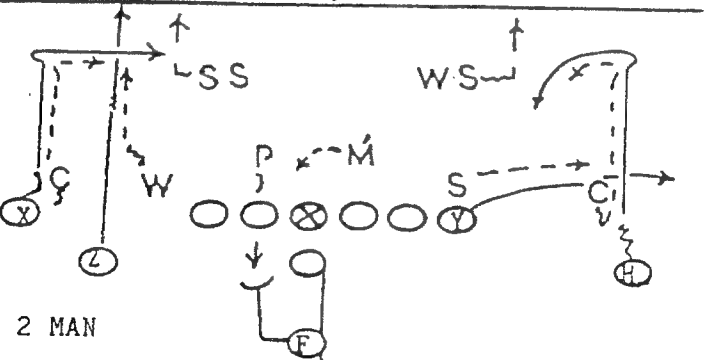
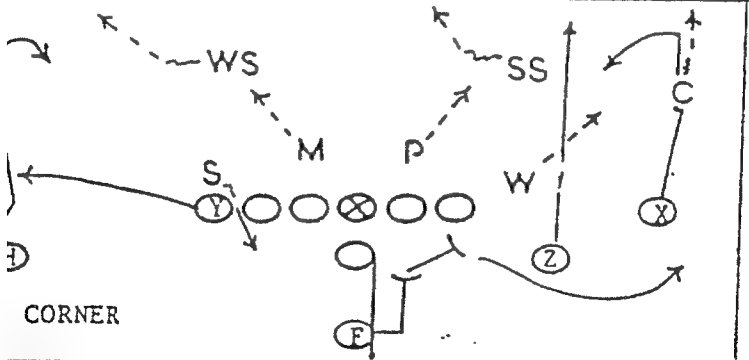
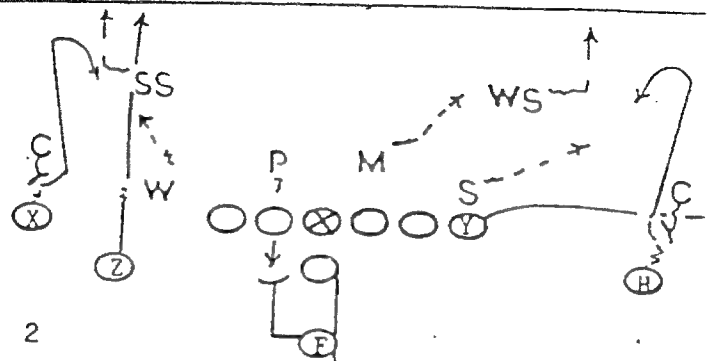
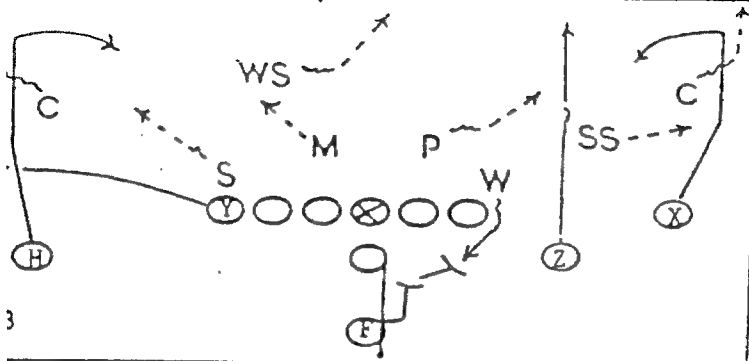
Run curl.

F

Check. Run wide.

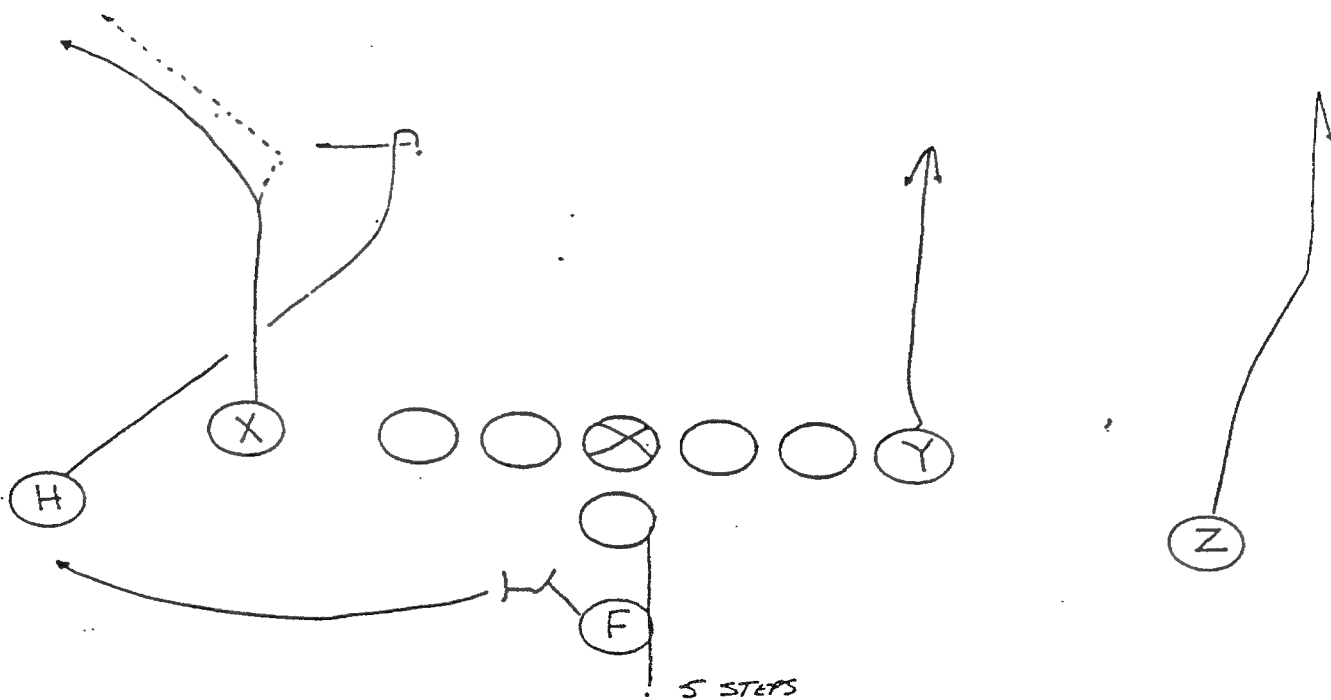
FROM 3 FLIP WIDE

FROM 2 FLIP WIDE



12

BLITZ



QB

Progression read - priority list - work turn side first going from turn to comeback.
 Work back to Choose side if turn side not open. Versus man, work to bench when working
 backside - possible Hot to X versus double LB dogs to SE side. Versus safety blitz,
 work to safety blitz sight adjustment side.

Run Bench.

Possible Hot versus a couple (LB dogs) weak side.
 Versus safety blitz your side, run safety blitz sight adjustment.

Run Turn.

Versus safety blitz your side, run safety blitz sight adjustment.

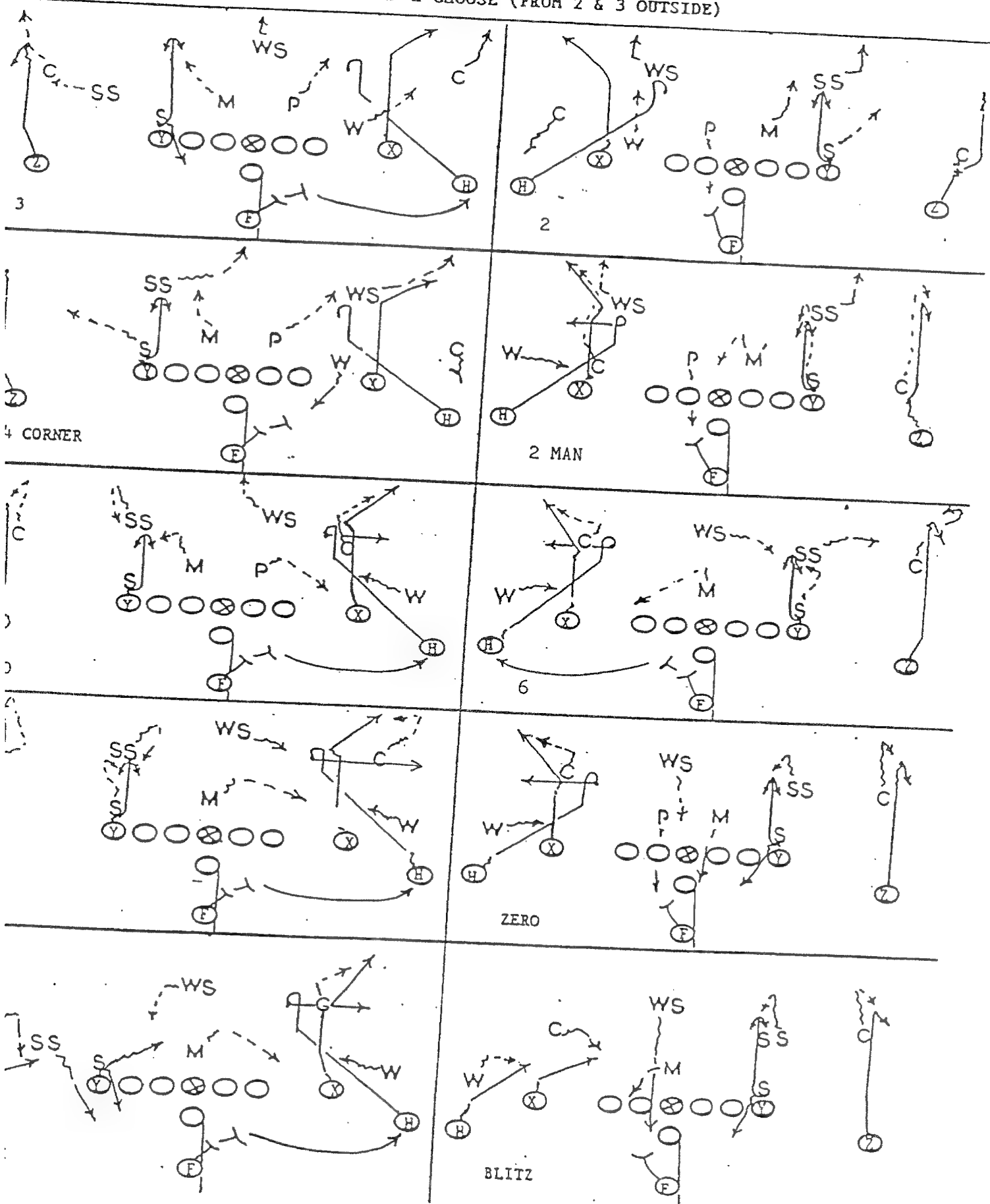
In Comeback (compliment to Turn) Lock. Take outside release vs. tough corner.
 Versus safety blitz your side, run ~~safety~~ blitz sight adjustment.

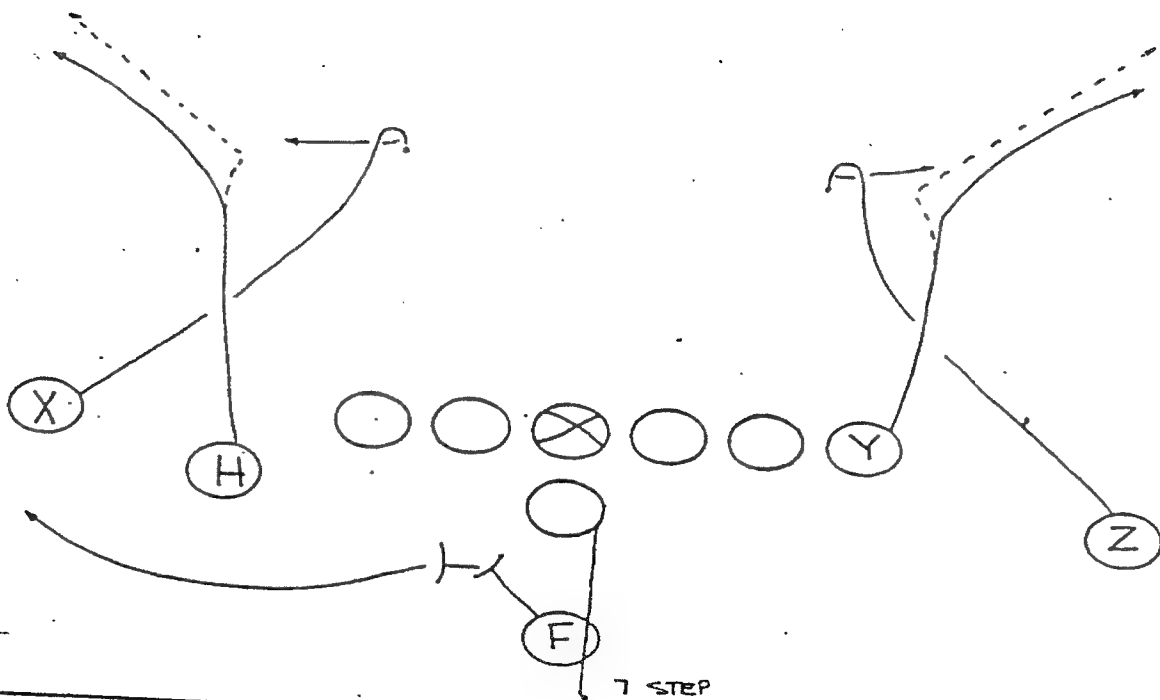
In Choose.

Versus safety blitz your side, run safety blitz sight adjustment.

Lock, run wide.

SHORT 80 Y TURN II CHOOSE (FROM 2 & 3 OUTSIDE)





QB

Key coverage for rotation. Work side away from rotation first, then back to other side. Versus balanced coverages, fielder's choice. Possible Hot to SE versus a couple weak side. Versus safety blitz, work to sight adjustment side.

X

Run Choose - possible Hot versus a couple weak side. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Versus safety blitz your side, run safety blitz sight adjustment.

Z

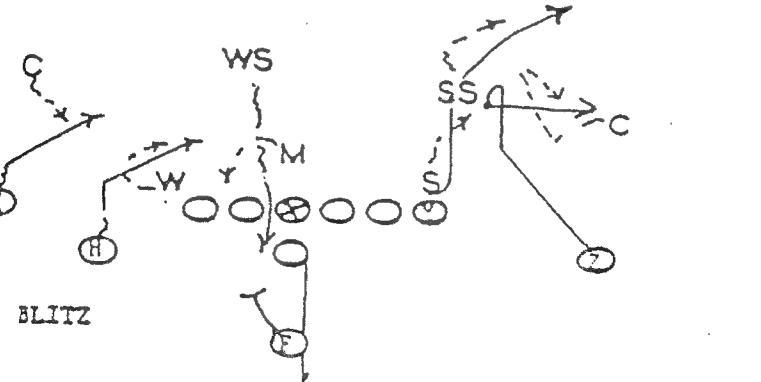
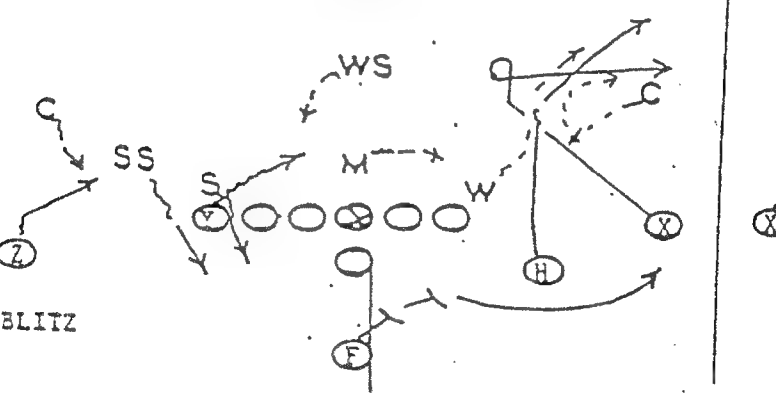
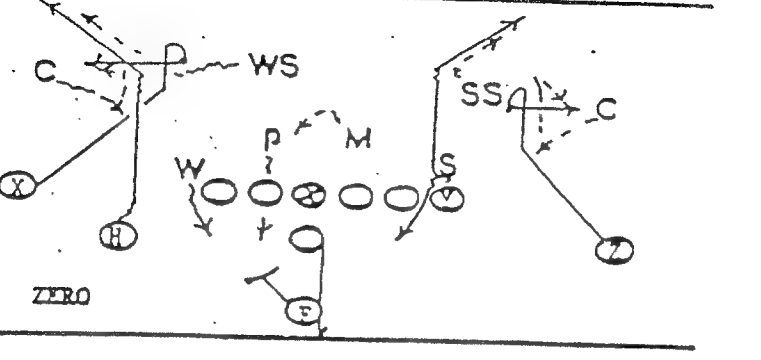
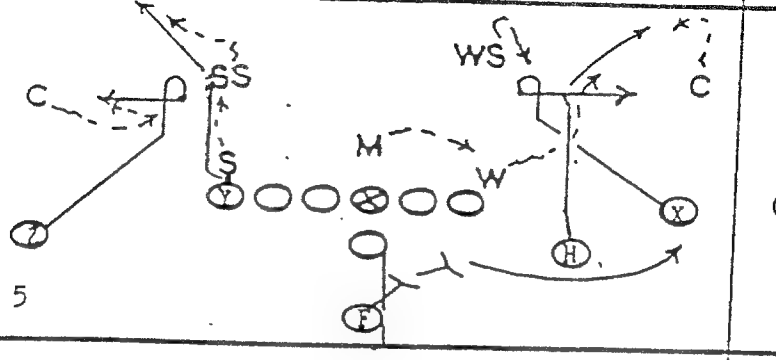
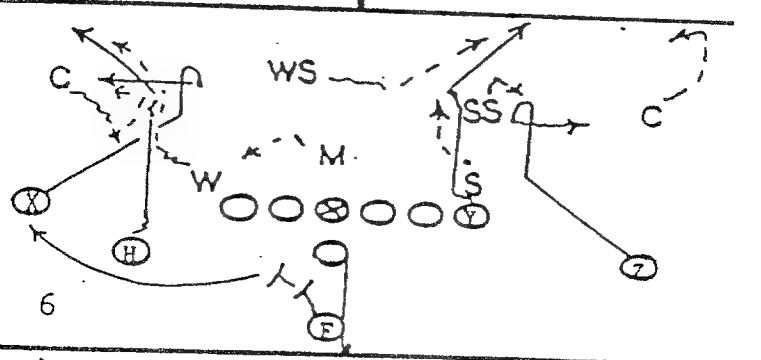
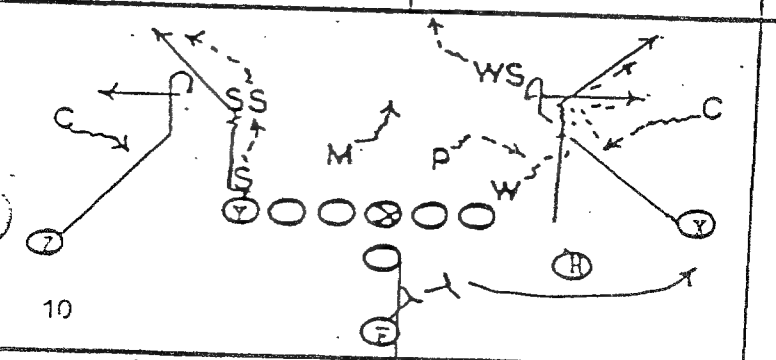
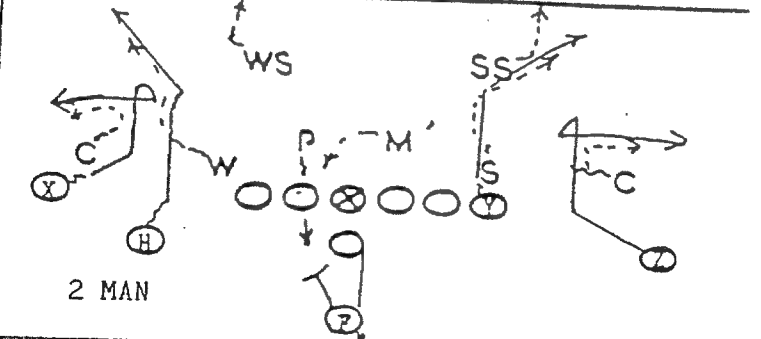
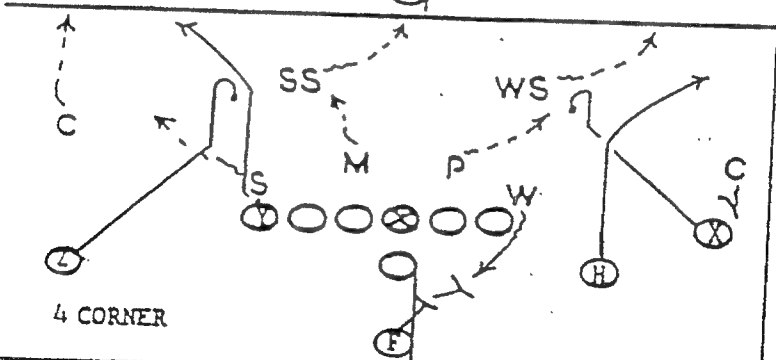
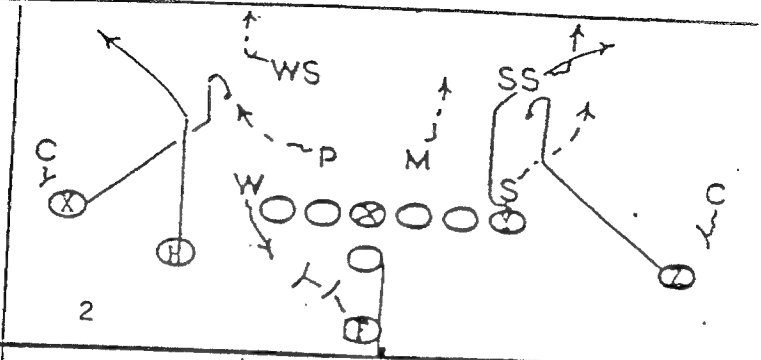
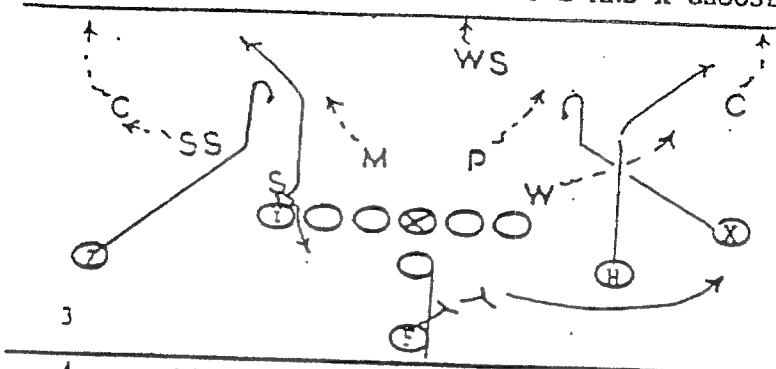
Run Choose. Versus safety blitz your side, run safety blitz sight adjustment.

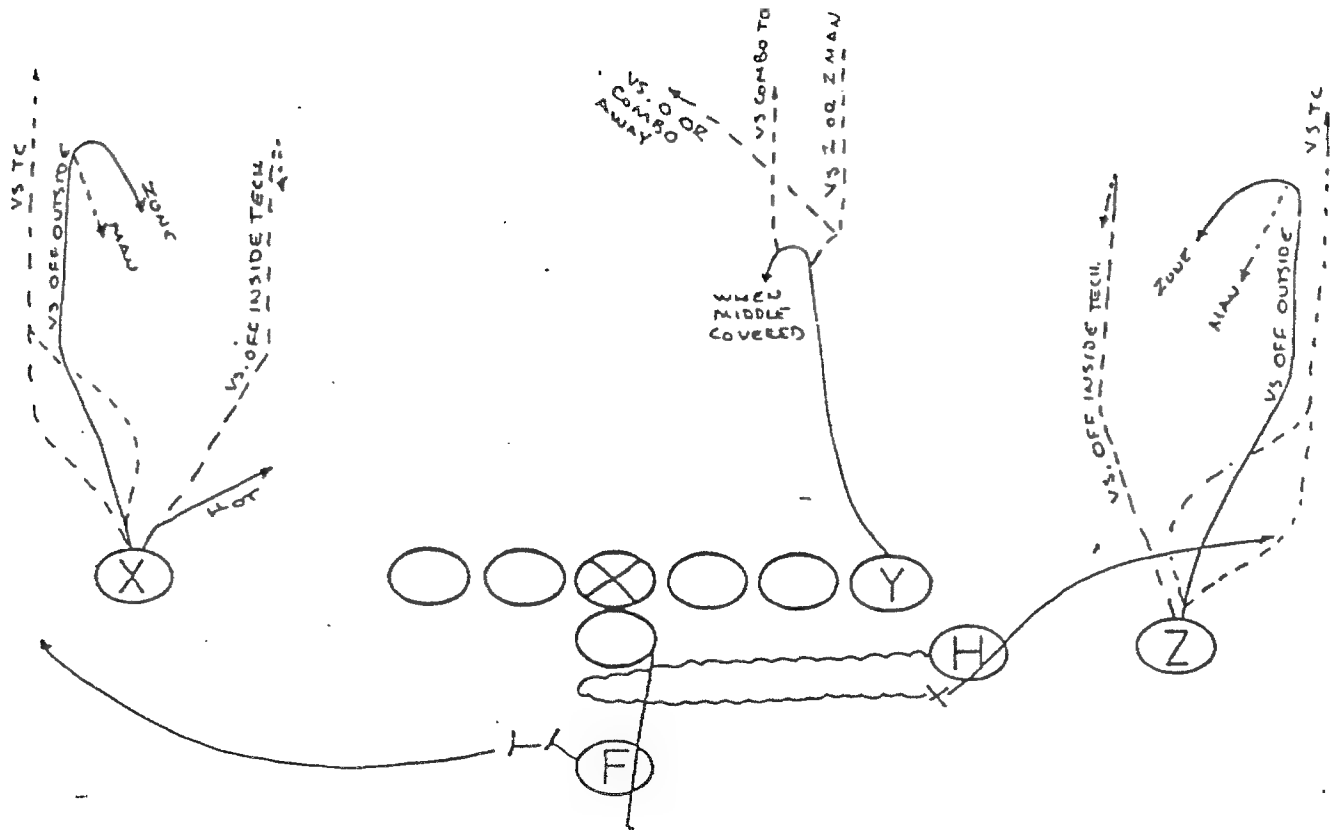
H

Run Bench. Versus safety blitz your side, run safety blitz sight adjustment.

heck - run wide.

80 Z AND X CHOOSE (FROM 2 & 3 OUT)





QB

Key middle for rotation. Work inside out opposite the rotation. Versus cover 2 or 2 Man, work middle to Z to H. Possible Hot versus double LB dog weak versus seven man fronts.
Versus safety blitz, work to sight adjustment side.

二

Run 6 Cut (Hook). Possible Hot versus double LB dog, weak versus seven man fronts. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

$$\underline{Z}$$

Run 6 Cut (Hook).
Versus safety blitz your side, run safety blitz sight adjustment.

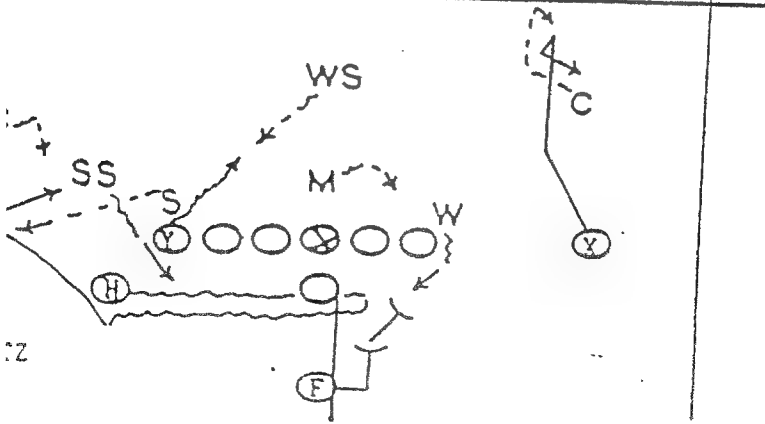
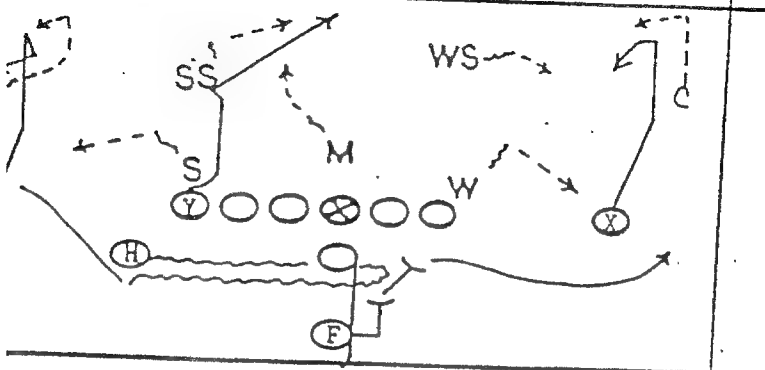
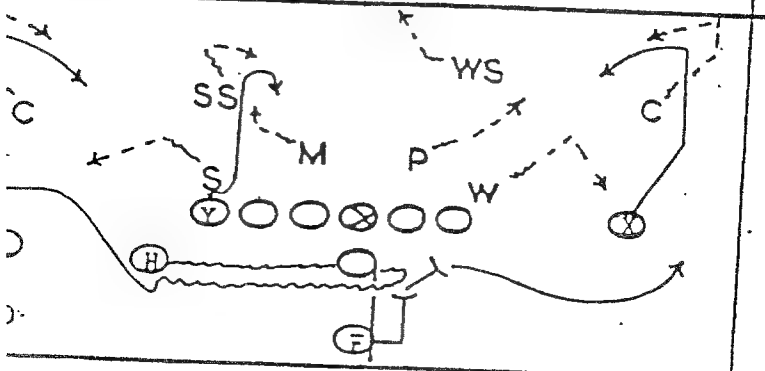
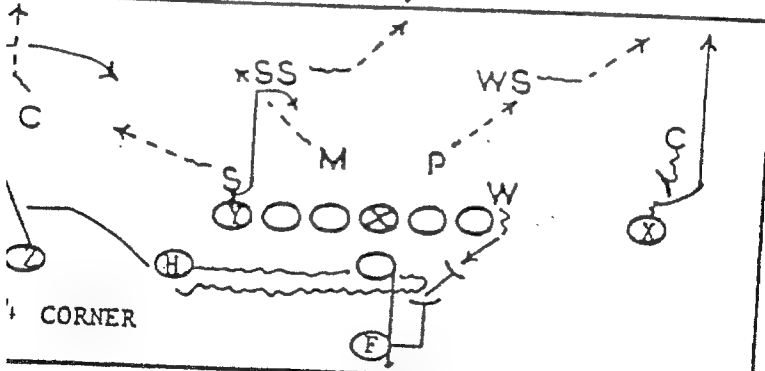
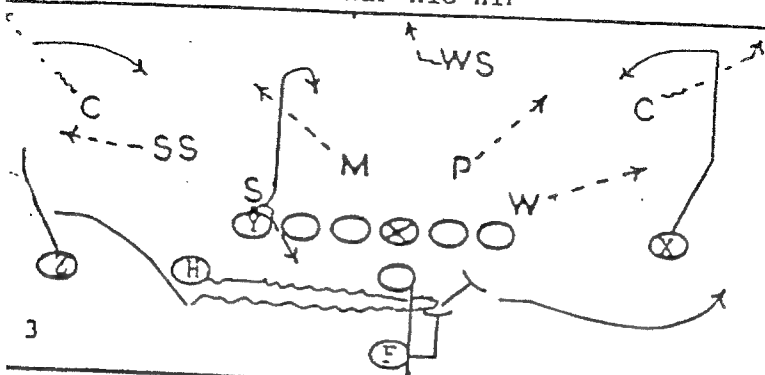
A

Hig Motion to Hip Position. Run flat.

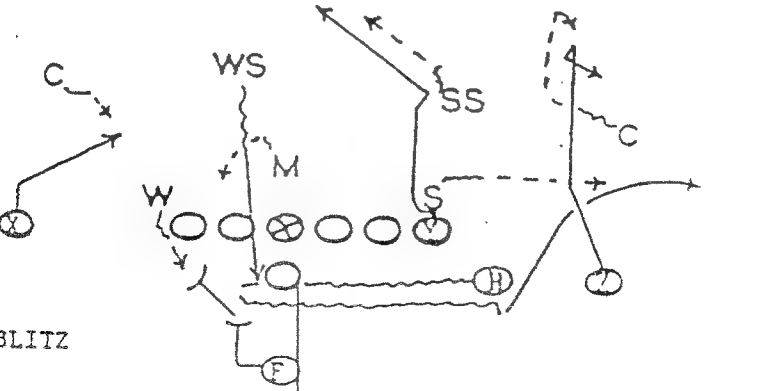
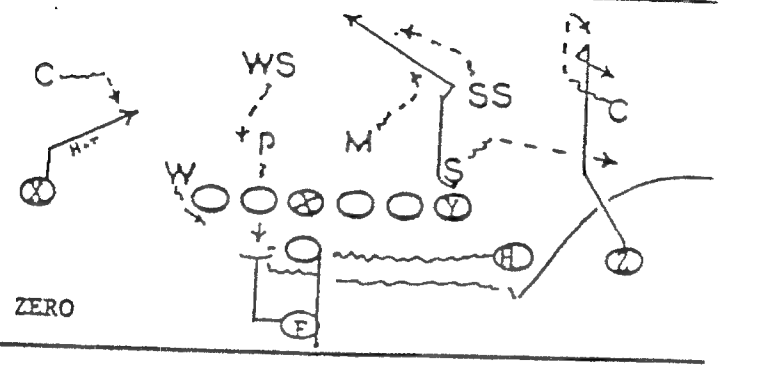
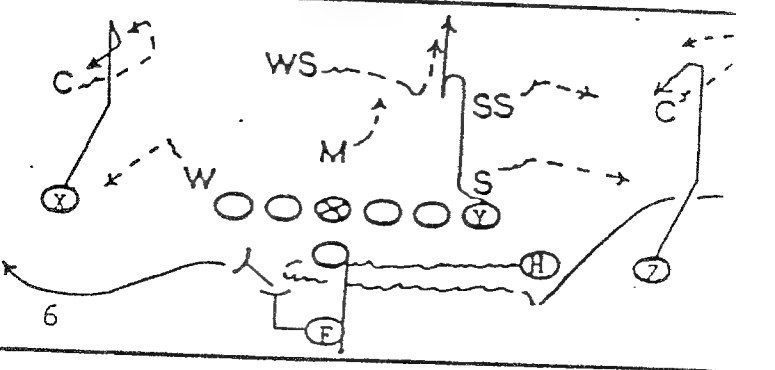
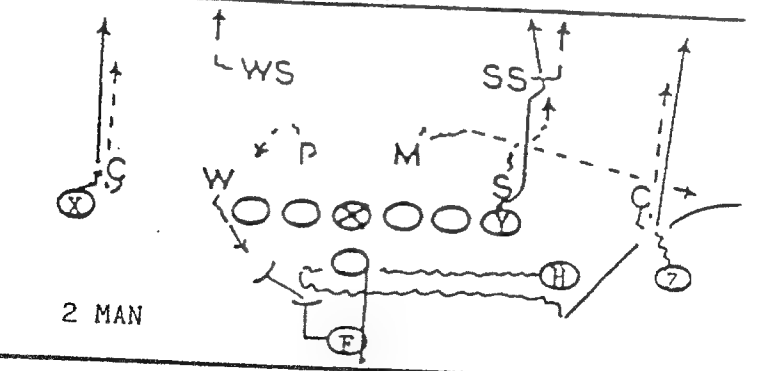
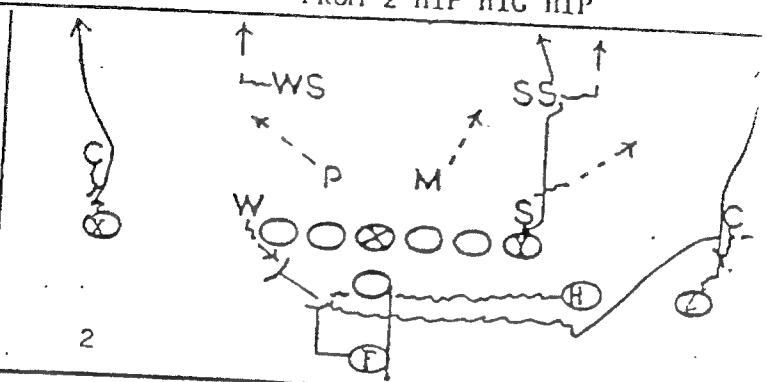
F

Check. Run wide.

FROM 3 HIP HIG HIP



FROM 2 HIP HIG HIP



260 SERIES

260 SERIES PROTECTION

I. BASIC PRINCIPLE

This 7 man protection employs both backs checking strong and the line sliding weak which allows the TE to release. There are no hots.

II. VERSUS 34/35/OKIE

- A. Both backs check strong and scan for safety strongside: H has Sam and F has Mike.
- B. Line slides weak and is responsible for both DE's, noseman, Peg and Wanda. Sift weakside DB blitz.
- C. Blitz adjustments: For all receivers it takes one DB plus one LB to your side. (Takes one plus)

III. VERSUS 43

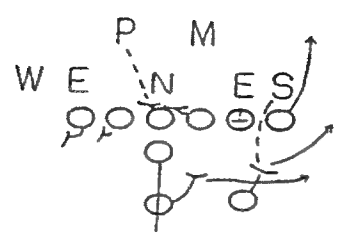
- A. H has Sam, F has Mike and both backs scan for safety strongside.
- B. Line slides weak and is responsible for both DE's, both DT's and Wanda. Sift weakside DB blitz.
- C. Blitz adjustments: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

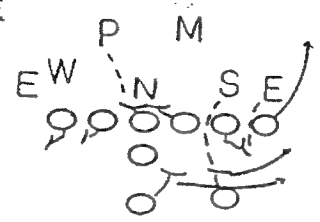
- A. Vs. Nickel - 42 & 33 (total 6)
 - 1. H has most dangerous strongside DB.
 - 2. F has Bob and scans for DB's.
 - 3. Uncovered assignment:
 - a) 42 = Carol plus sift weakside DB.
 - b) 33 = Jean, Carol & sift weakside DB.
 - 4. Blitz adjustments vs. 42:
 - a) Strong receiver = takes two DB's. (Takes two)
 - b) Weak receiver = takes one DB. (Takes one)
 - 5. Blitz adjustment vs. 33:
 - a) Strong receiver = takes two DB's. (Takes two)
 - b) Weak receiver = takes one DB plus the OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. H has most dangerous strongside DB.
 - 2. F has most dangerous weakside DB.
 - 3. Line has Don (Dan & Deb vs. 32) NOTE: No sift.
 - 4. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)

34 FRONTS

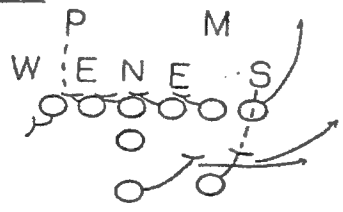
34



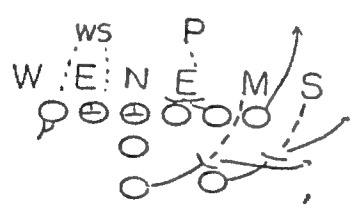
34 DOUBLE WIDE



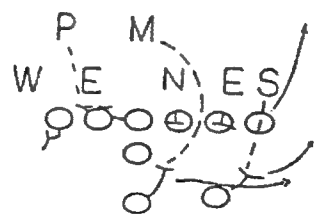
34 DOUBLE EAGLE



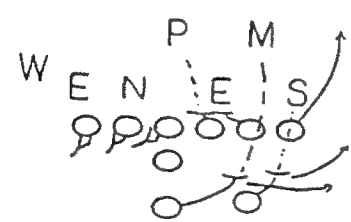
34 BEAR



34 PLUS

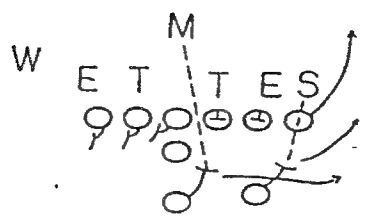


34 MINUS

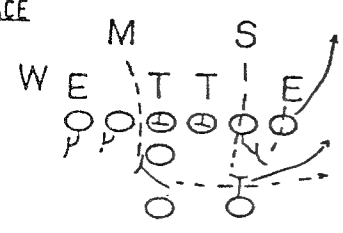


43 FRONTS

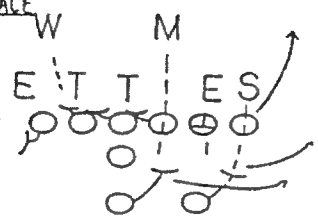
43



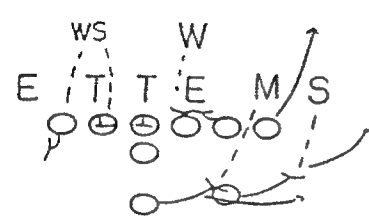
43 OVER REPLACE



43 UNDER REPLACE

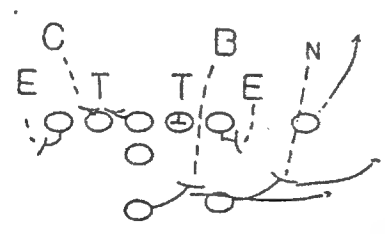


43 BEAR

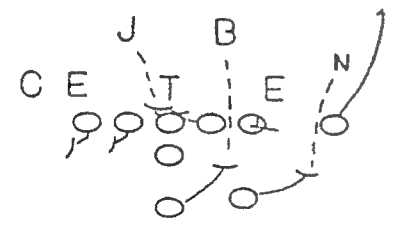


NICKEL FRONTS

42

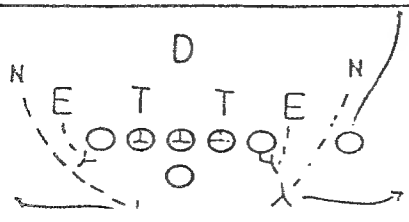


33

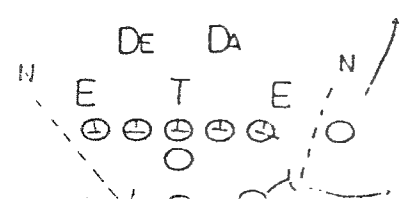


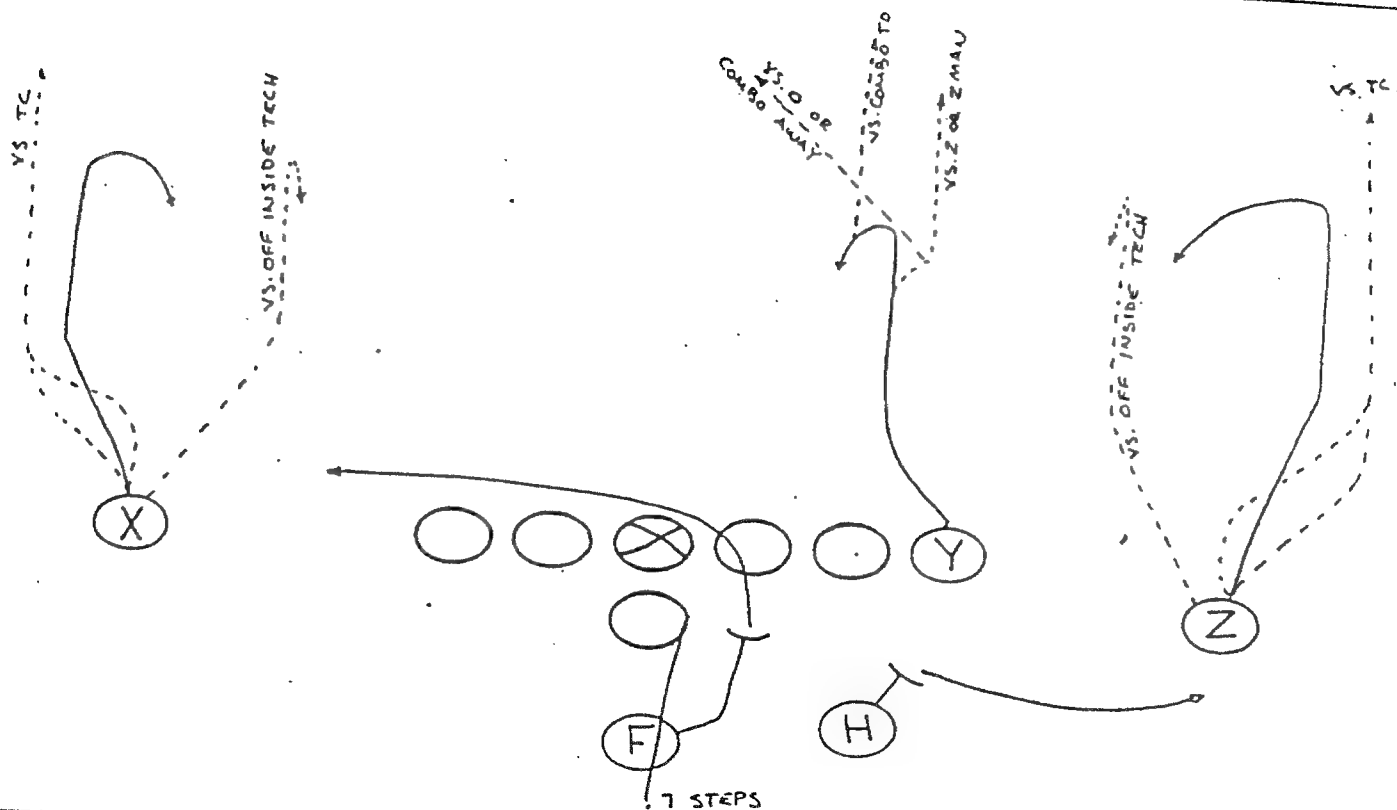
DIME FRONTS

41



32





QB

Key middle for rotation. Work inside out opposite the rotation. Versus Cover 2 or 2 Man work from middle to X to flare control. Versus safety blitz, work to sight adjustment side.

X

Run 6 cut (Hook). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

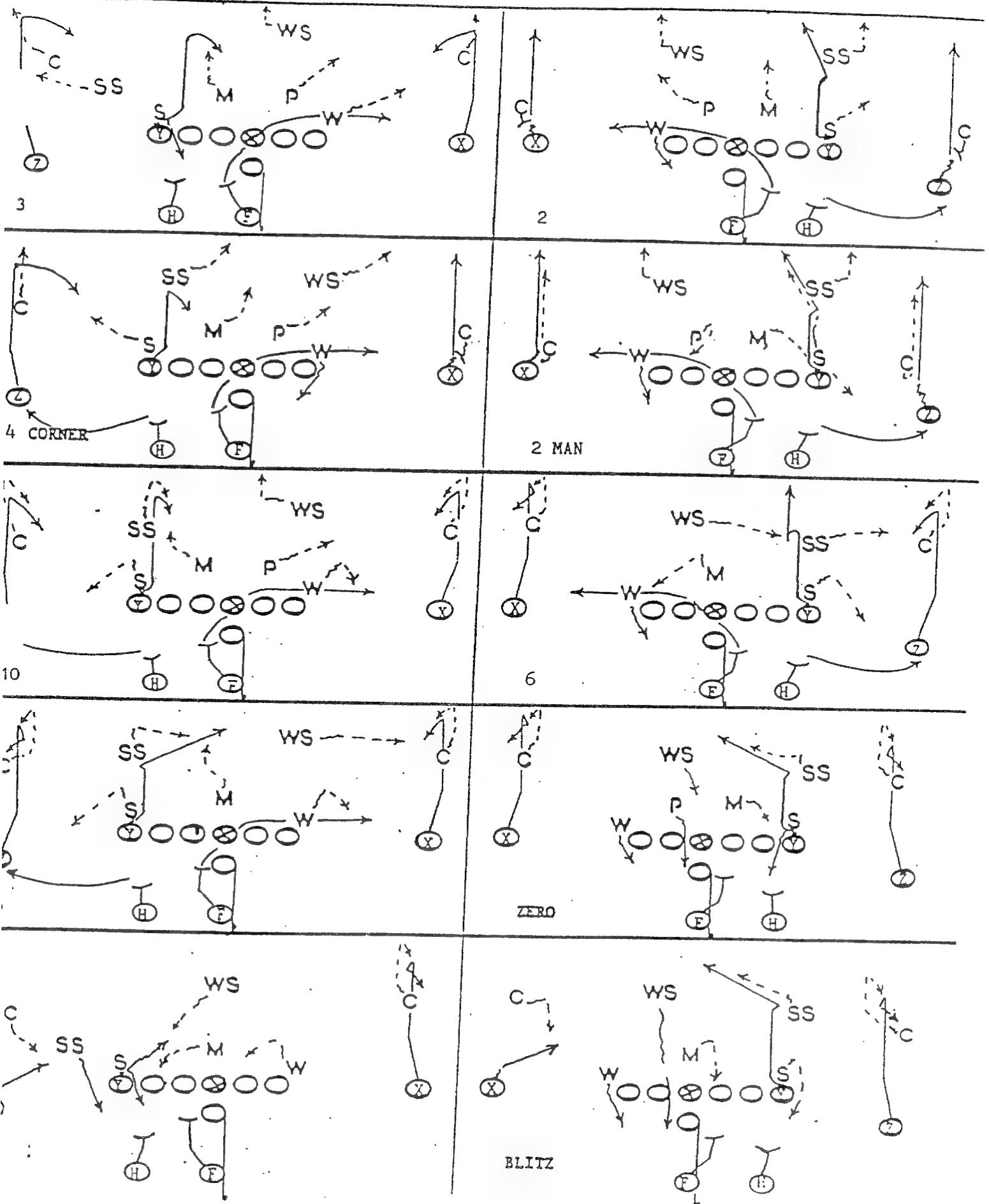
F

Run middle read. Versus safety blitz your side, run safety blitz sight adjustment.

Run 6 cut (Hook). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Back, run wide.

Back, run Sneak backside.



280 SERIES

280 SERIES PROTECTION

I. BASIC PRINCIPLE

This 7 man protection employs both backs checking weak and the line sliding strong which allows the TE to release. There are no hots.

II. VERSUS 34/35/OKIE

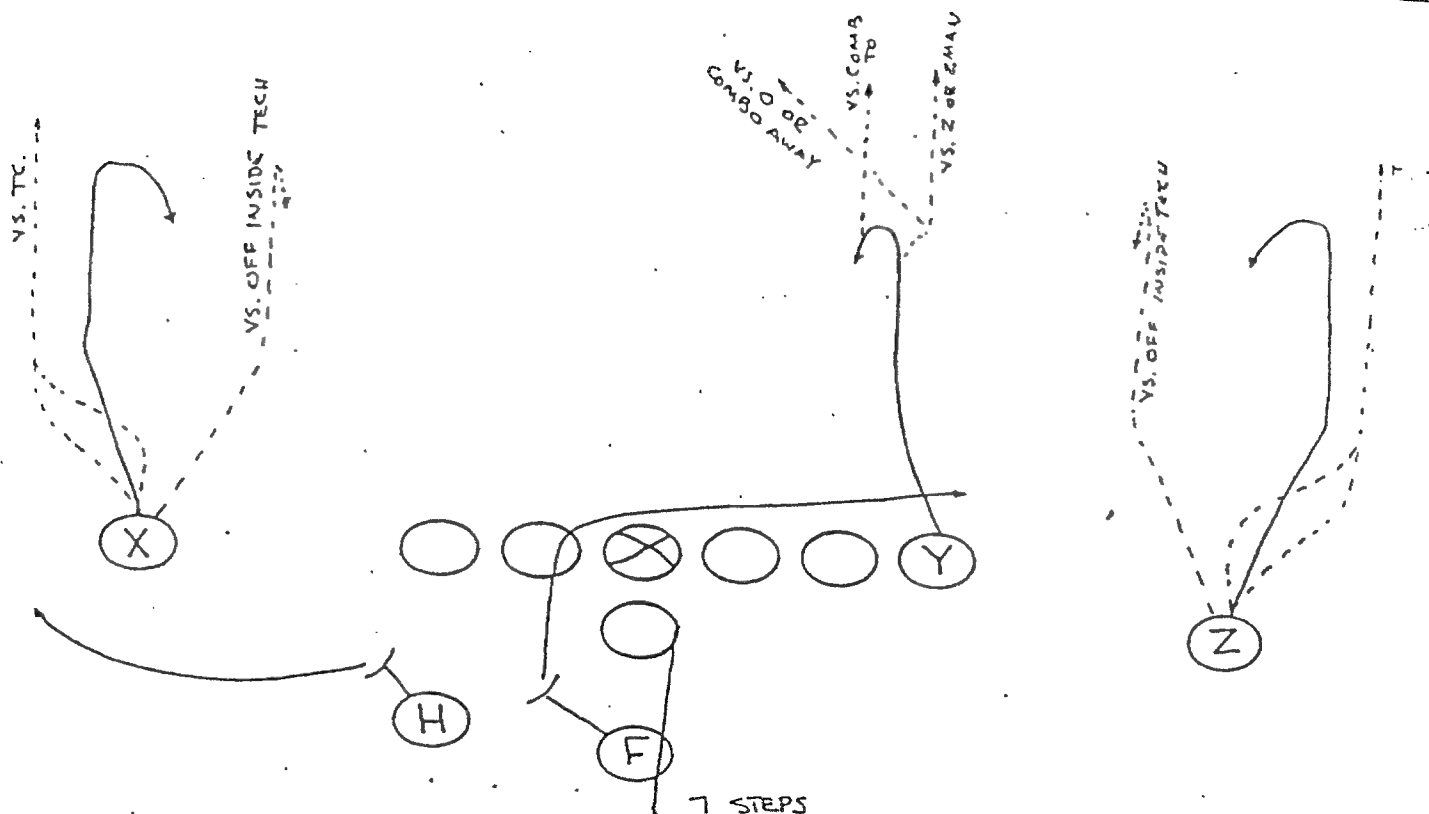
- A. Both backs check weak and scan for safety weakside: H has Wanda and F has Peg.
- B. Line slides strong and is responsible for both DE's, noseman, Mike and Sam. Sift strongside DB blitz.
- C. Blitz adjustments: For all receivers it takes one DB plus one LB'er to your side. (Takes one plus)

III. VERSUS 43

- A. H has Wanda, F has Mike and both backs scan for safety weakside.
- B. Line slides strong and is responsible for both DE's, both DT's and Sam. Sift strongside DB blitz.
- C. Blitz adjustments: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

- A. Vs. Nickel - 42 & 33 (total 6)
 - 1. H has most dangerous weakside DB.
 - 2. F has Carol and scans for DB's.
 - 3. Uncovered assignment:
 - a) 42 = Bob plus sift strongside DB.
 - b) 33 = Jean, Bob and sift strongside DB.
 - 4. Blitz adjustments vs. 42:
 - a) Strong receiver = takes one DB. (Takes one)
 - b) Weak receiver = takes two DB's (Takes two)
 - 5. Blitz adjustment vs. 33:
 - a) Strong receiver = takes one DB plus the OLB. (Takes one plus OLB)
 - b) Weak receiver = takes two DB's. (Takes two)
- B. DIME - 41 & 32 (total 5)
 - 1. H has most dangerous weakside DB.
 - 2. F has most dangerous strongside DB.
 - 3. Line has Don (Dan & Deb vs. 32) NOTE: No sift.
 - 4. Blitz adjustments: For all receivers it takes two on your side. (Takes two)



QB

-Key middle for rotation. Work inside out opposite the rotation. Versus Cover 2 or 2 Man work from middle to X to flare control.
Versus safety blitz, work to sight adjustment side.

Run 6 cut (Hook). Run streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

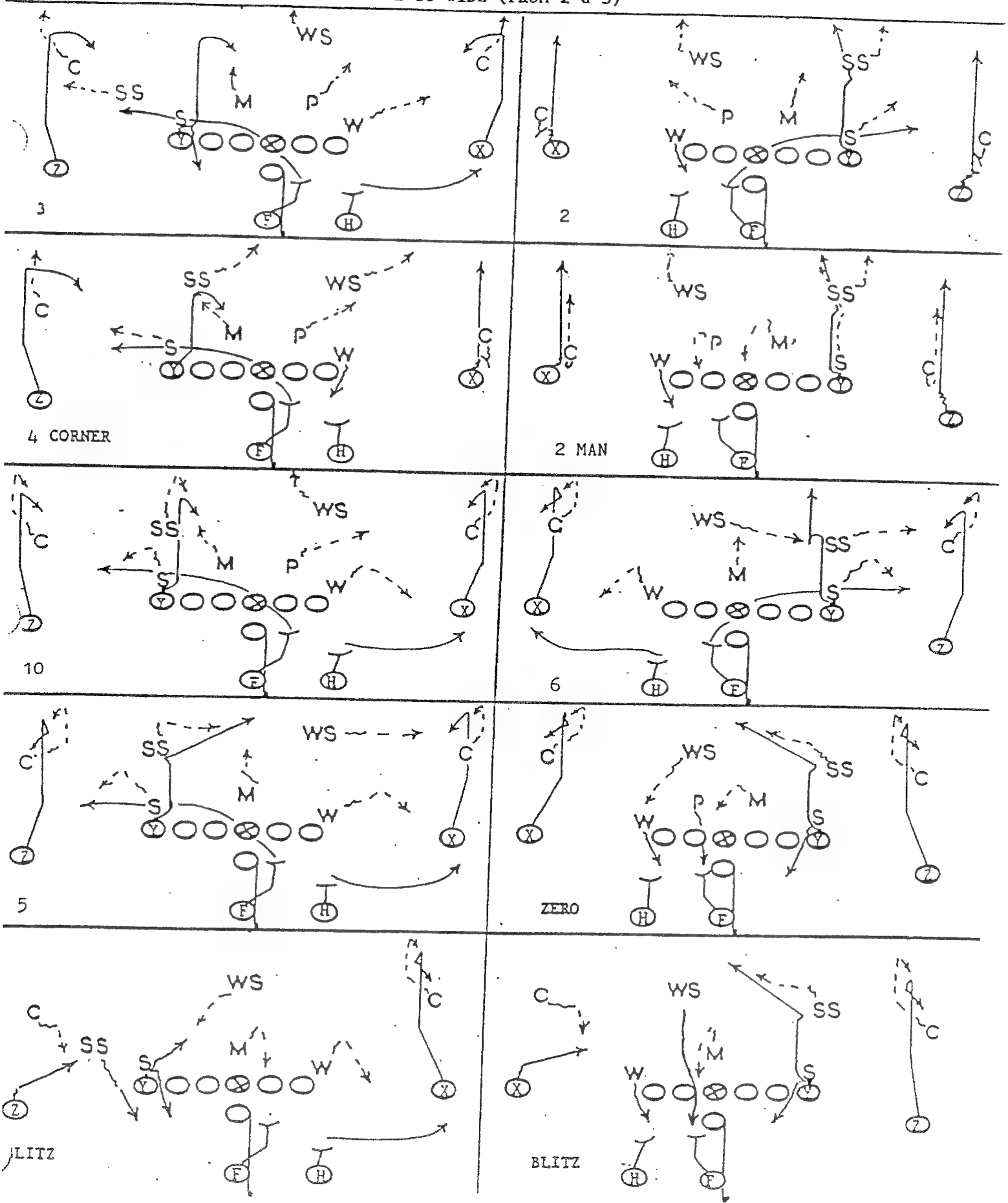
Z

Run 6 cut (Hook). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Check, run wide.

Pr

Check, run Sneak backside.



90 SERIES

90 SERIES PROTECTION

I. BASIC PRINCIPLE

This 6 man protection free releases four receivers (X, Y, Z, H) and utilizes 6 men to protect. Throw hot to the split end only when Peg and Wanda both dog versus a 34 or when Wanda dogs versus a 43.

II. VERSUS 34/35/OKIE: MAGGIE OR TROLLY WEAK

- A. Weak tackle blocks man on sift DB's. Vs. Eagle-Trolly. (Possible Even call vs. Minus)
- B. Weak G when uncovered dual read Peg and Wanda (Maggie). Scan for safety weakside and block most dangerous man inside out. Call weak T down when bubble is threatened by two LB/DB's.
- C. Weak G, when covered by down lineman, apply 43 rules. (Blocks man on) (Possible Even or Tuff call)
- D. F and strongside line apply REGULAR protection rules.
 - 1. F check Sam. Line blocks big on big.
 - 2. Apply Eagle adjustment when appropriate.
- E. Split End - hot off a Peg and Wanda dog (couple). Hot off Wanda on Tuff or Even call.
- F. Blitz Adjustments - For all receivers it takes a DB and one LB to your side. (Takes one plus)

III. VERSUS 43

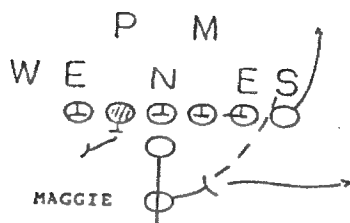
- A. No dual read by weak G; weak T blocks man on with sift most dangerous man. Regular protection by rest of line. F checks Sam.
- B. Split End - hot off Wanda dog.
- C. Blitz Adjustment: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES: NO HOT READS

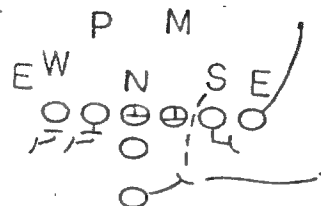
- A. Nickel - 42 & 33 (total 6)
 - 1. F has Bob and scan for DB's strongside.
 - 2. Uncovered assignment:
 - a) 33 = Jean and Carol plus sift for weakside DB's.
 - b) 42 = Carol plus sift for weakside DB's.
 - 3. Blitz adjustment vs. 42: For all receivers it takes one DB. (Takes one)
 - 4. Blitz adjustments vs. 33: For all receivers it takes one DB plus the OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. F scans most dangerous strongside DB from inside out.
 - 2. Uncovered assignment:
 - a) 32 = Dan and Deb plus sift for weakside DB's.
 - b) 41 = Don plus sift for weakside DB's.
 - 3. Blitz adjustment vs. 41:
 - a) Strong receiver - it takes two DB's on your side. (Takes two)
 - b) Weak receiver - it takes one DB on your side. (Takes one)
 - 4. Blitz adjustments vs. 32:
 - a) Strong receiver - it takes two DB's. (Takes two)
 - b) Weak receiver - it takes one DB plus one OLB. (Takes one plus OLB)

34 FRONTS

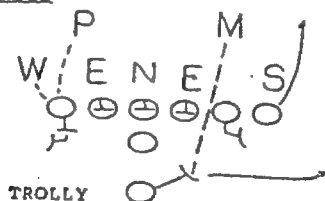
34



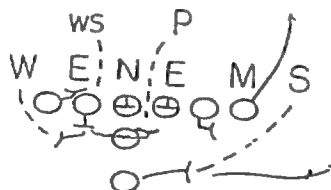
34 DOUBLE WIDE



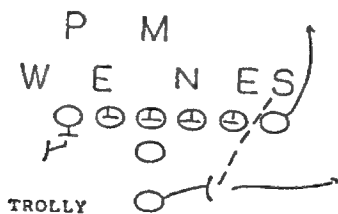
34 DOUBLE EAGLE



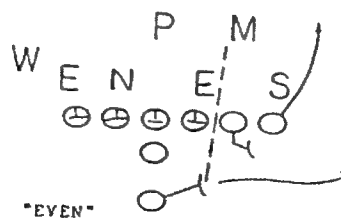
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

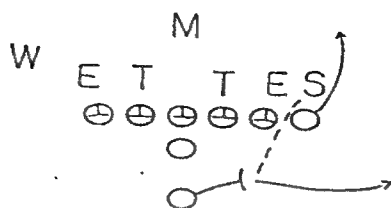


34 MINUS

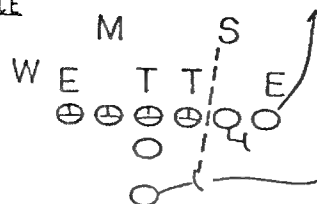


43 FRONTS

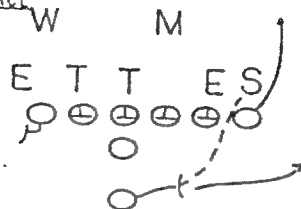
43



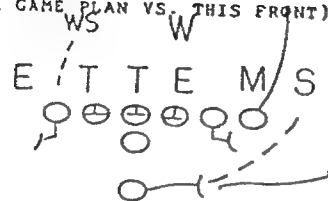
43 OVER REPLACE



43 UNDER REPLACE

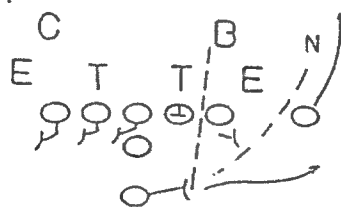


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

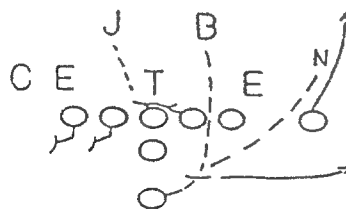


NICKEL FRONTS

42

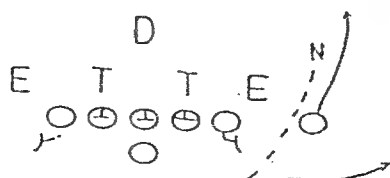


33

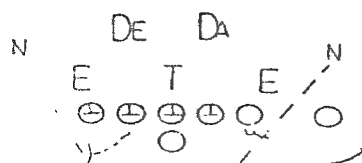


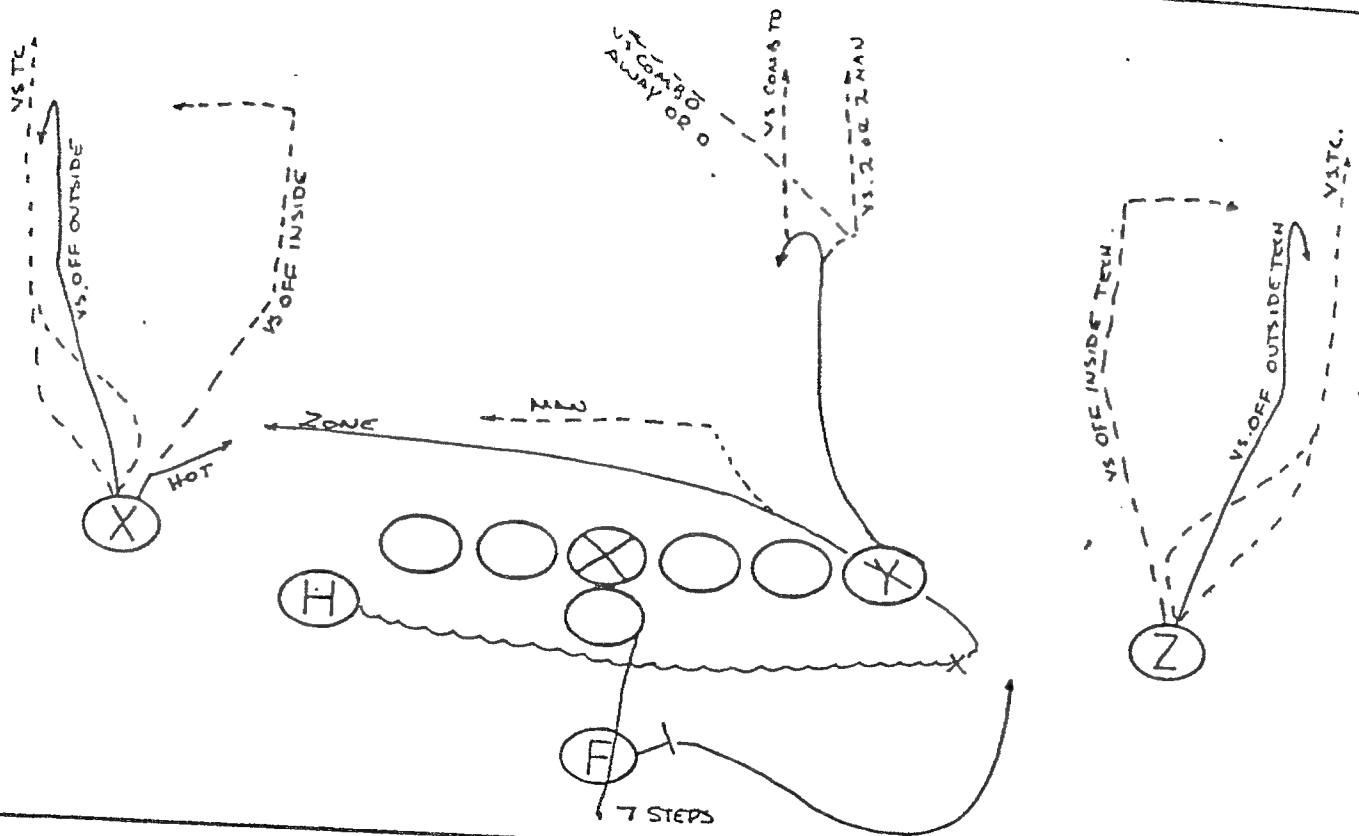
DIME FRONTS

41



32





QB

Key middle for rotation. Work inside out opposite the rotation. Versus cover 2 c
2 Man work middle to X to H. Possible Hot to X versus double LB dog weak versus
34 or wanda dog versus 43. Versus safety blitz, work to sight adjustment side.

X

Run 5 Cut (comeback). Possible Hot versus double LB dog weak versus 34 or wanda
dog versus 43.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

Run 5 Cut (comeback).

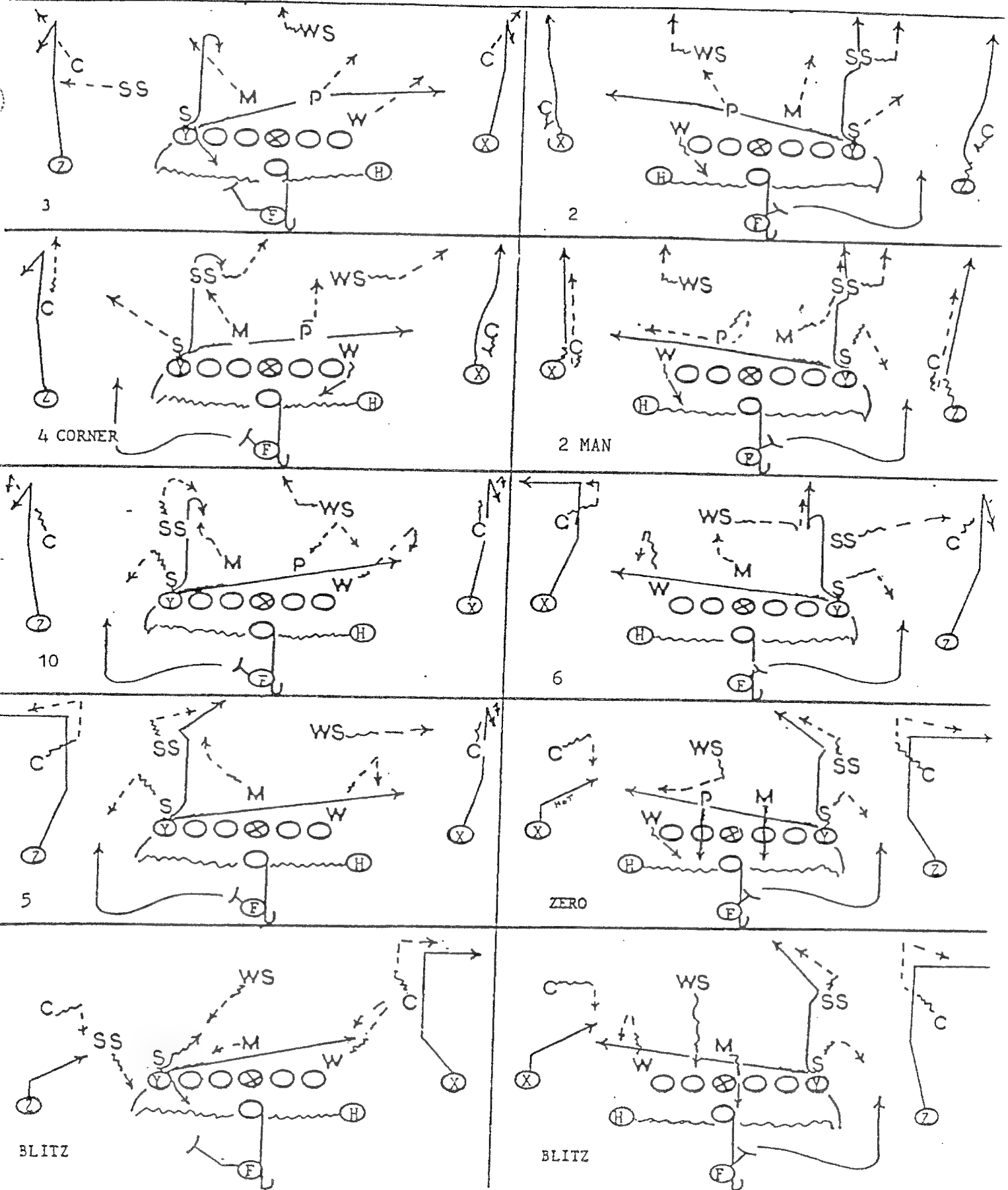
Versus safety blitz your side, run safety blitz sight adjustment.

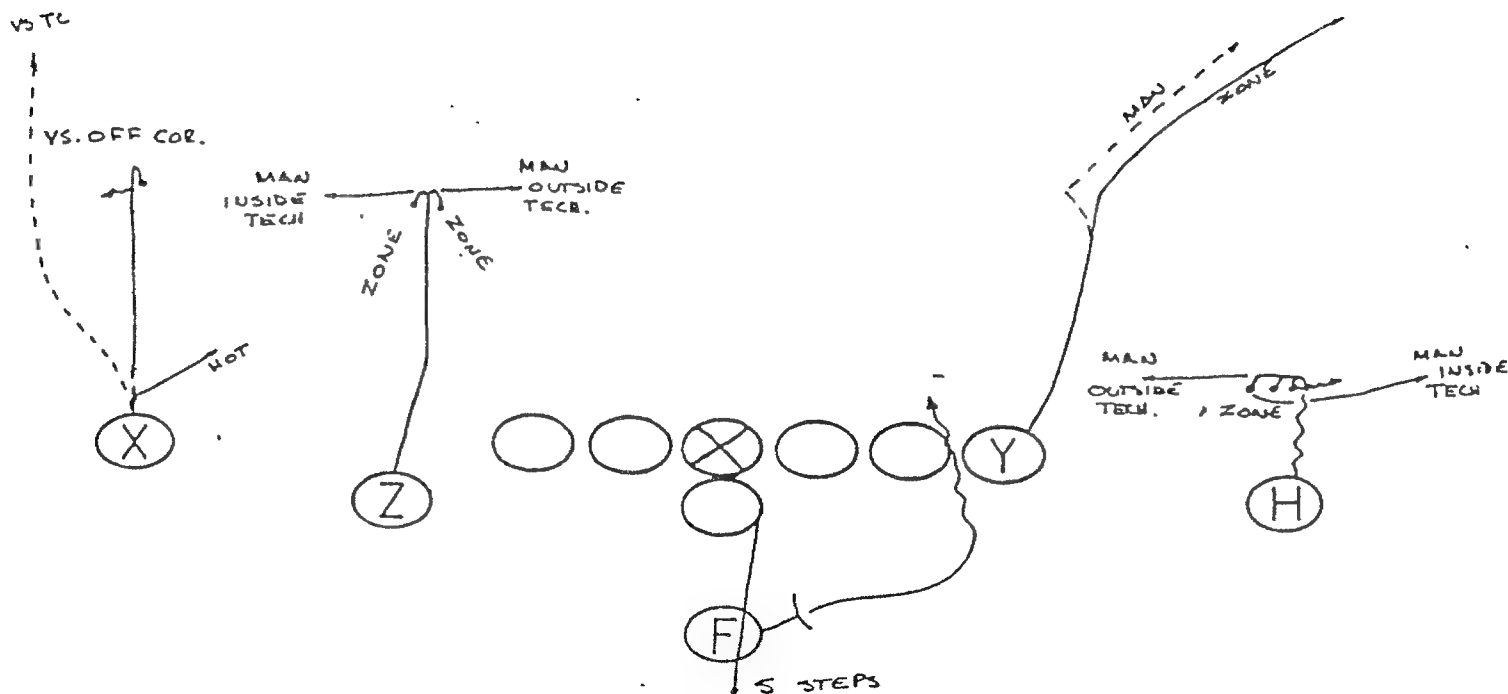
otion to Hip positon. Run Sneak. Give the TE the right of way.

neck. Run wide.

FROM 3 IN HUM HIP

FROM 2 IN HUM HIP





QB

Progression read. Priority list. Work from X to Z then back to the smash side. Possible Hot to X versus double LB dog weak versus 34 or wanda dog versus 43. Versus safety blitz, work to sight adjustment side.

X

Run Hinge. Fade streak vs. tough corner. Possible Hot versus double LB dog versus 34 or wanda dog versus 43. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Versus safety blitz your side, run safety blitz sight adjustment.

Z

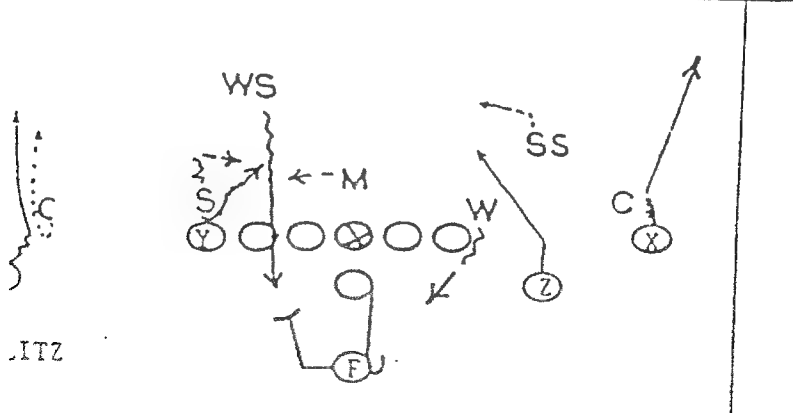
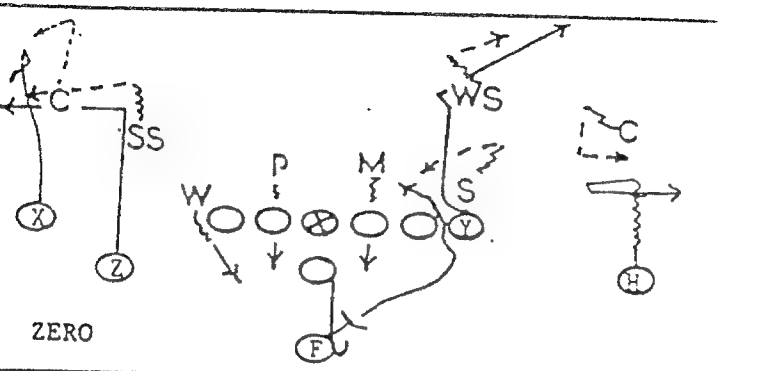
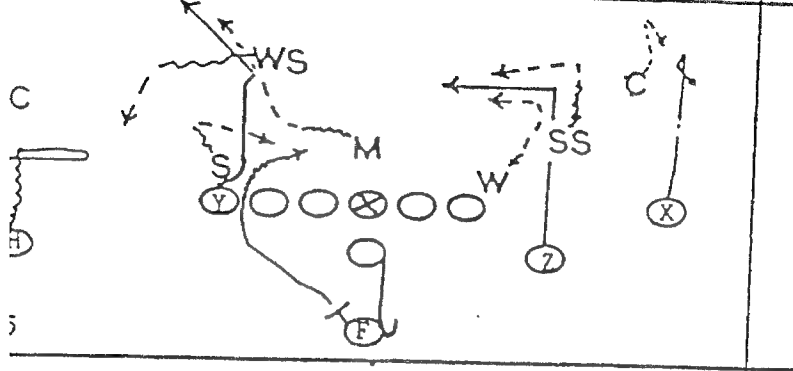
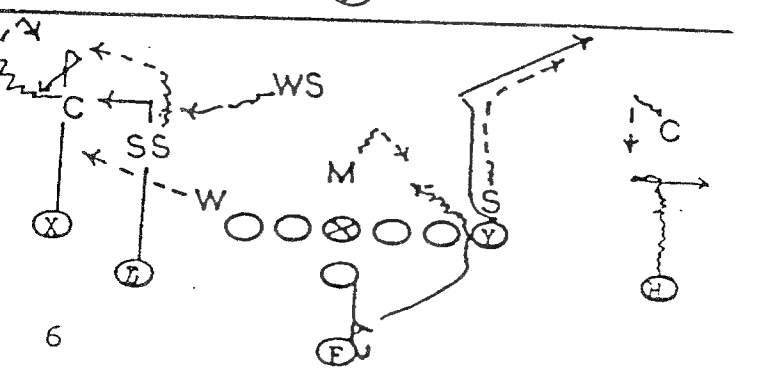
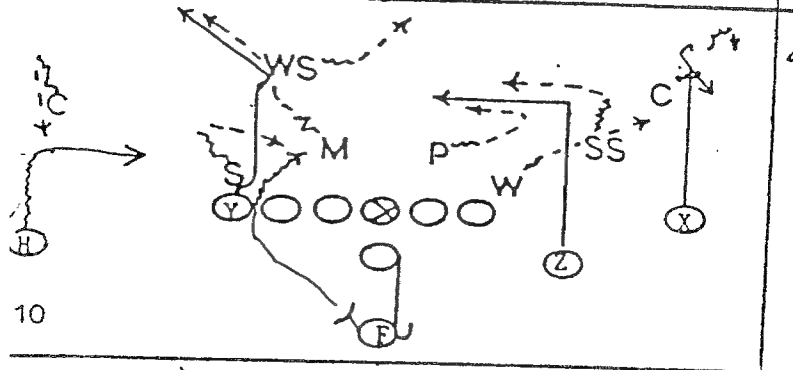
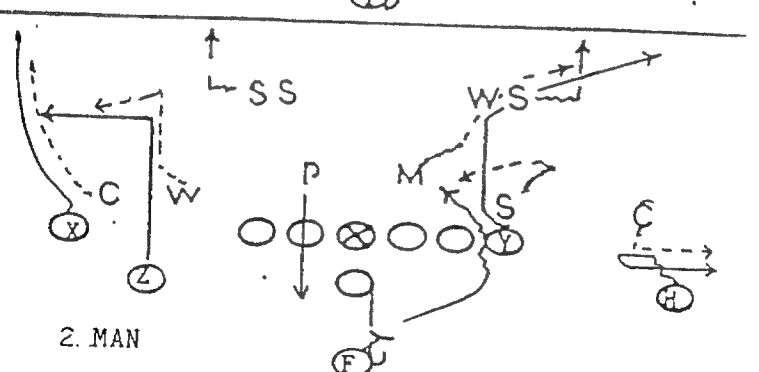
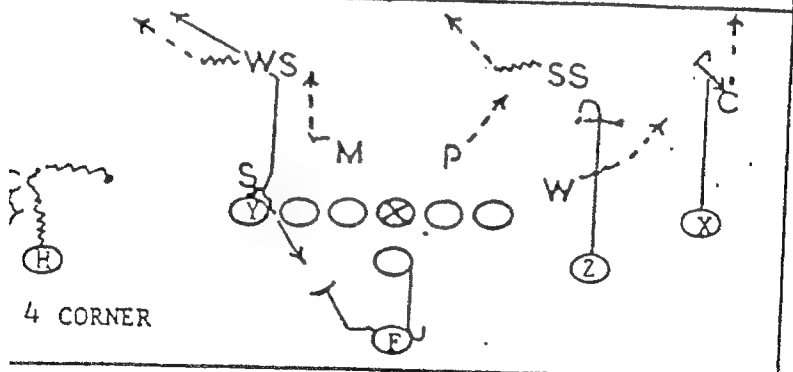
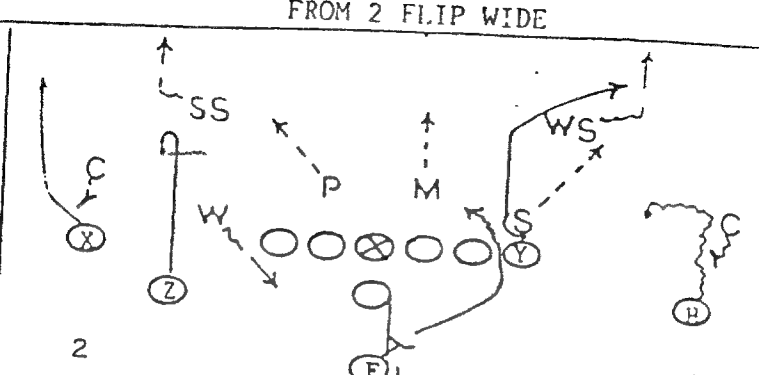
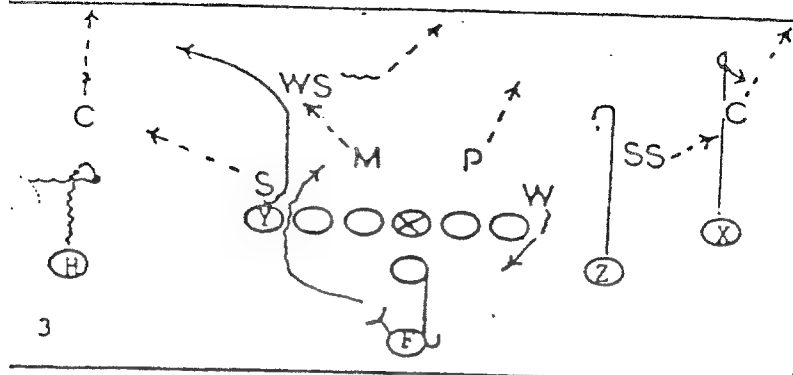
Run Option. Versus safety blitz your side, run safety blitz sight adjustment.

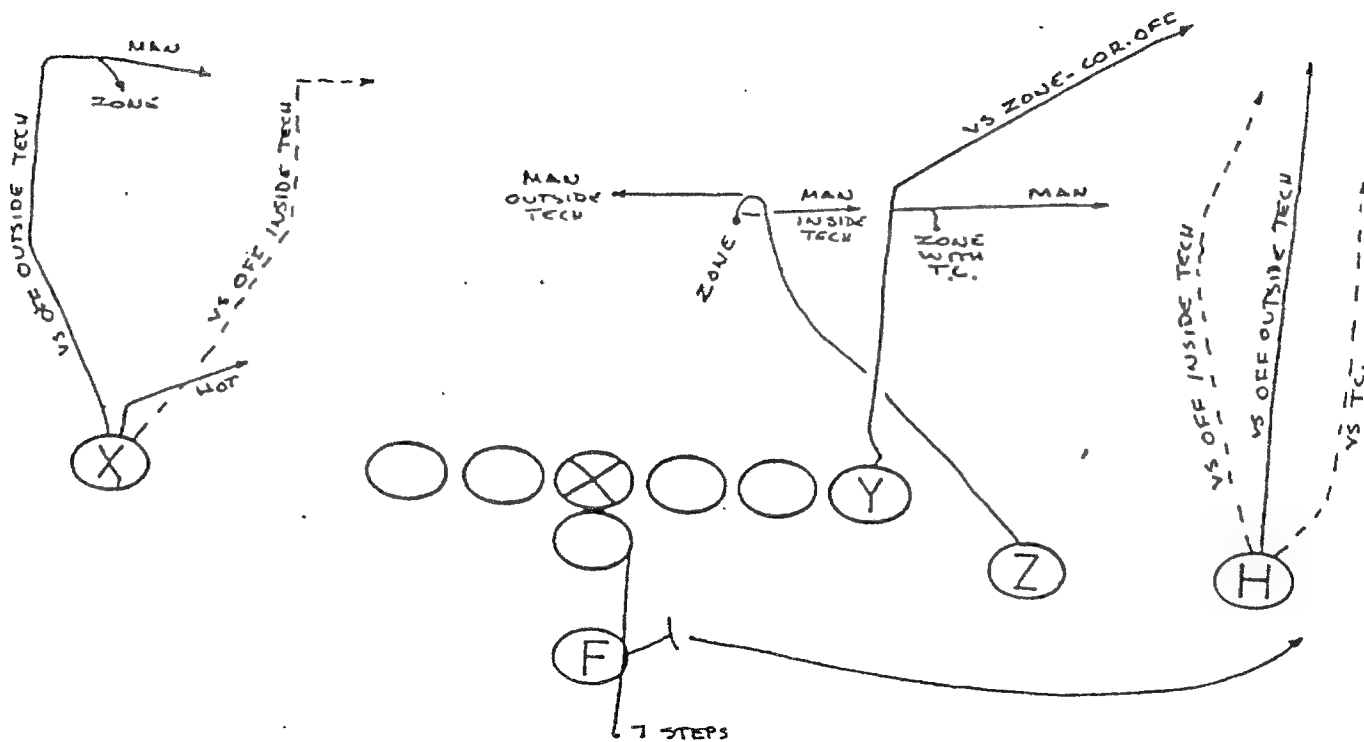
H

Run Smash.

F

Check. Run delay.





QB

Progression read. Priority list. Work from Y to Z to back. Possible Hot to X versus double LB dog. weak versus 34 or wanda dog versus 43. Versus safety blitz, work to sight adjustment side.

Run Cross (backside rule). Possible Hot versus double LB dog weak versus 34 or
wanda dog versus 43.
Versus safety blitz your side, run safety blitz sight adjustment.

Run corner.

Versus safety blitz your side, run safety blitz sight adjustment.

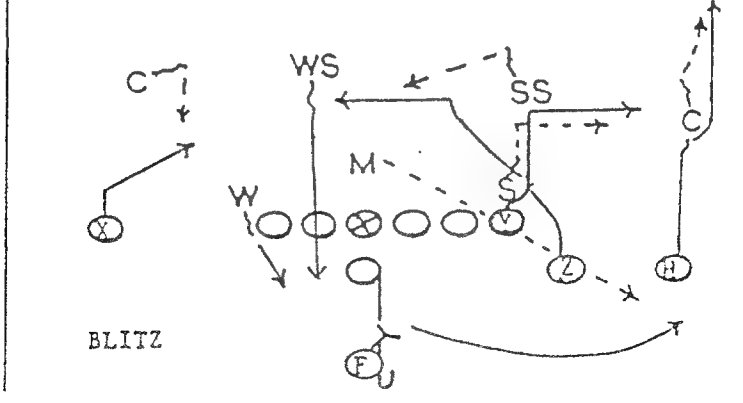
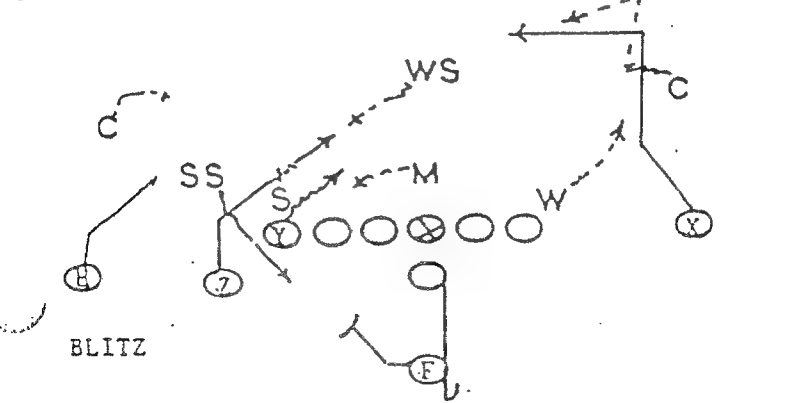
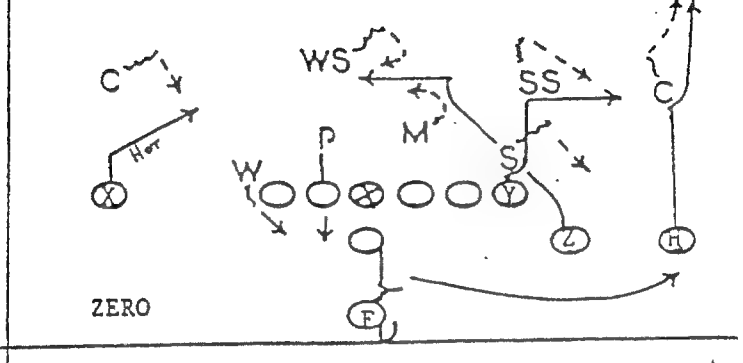
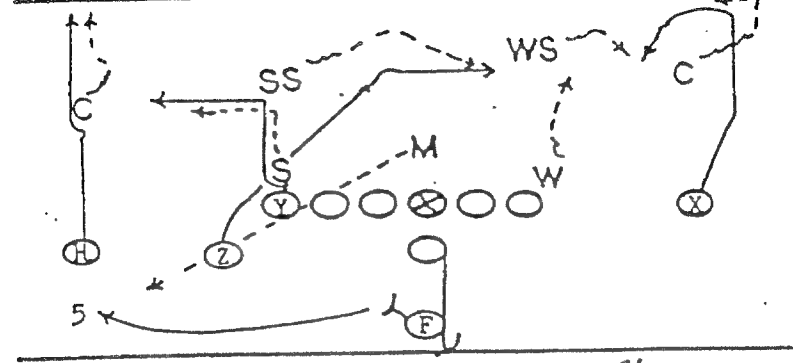
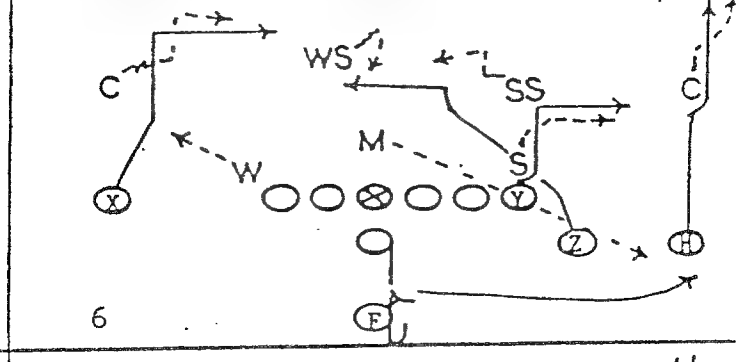
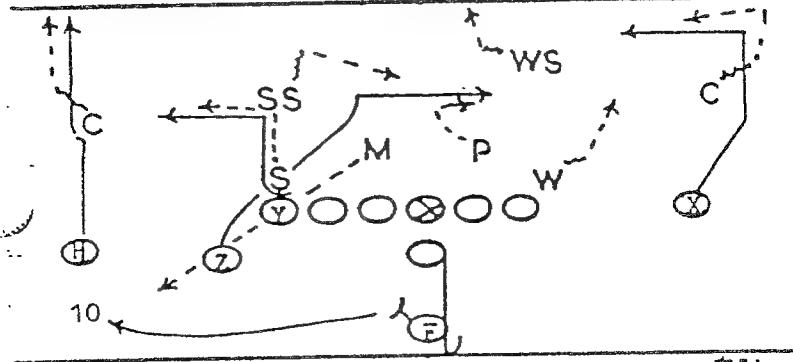
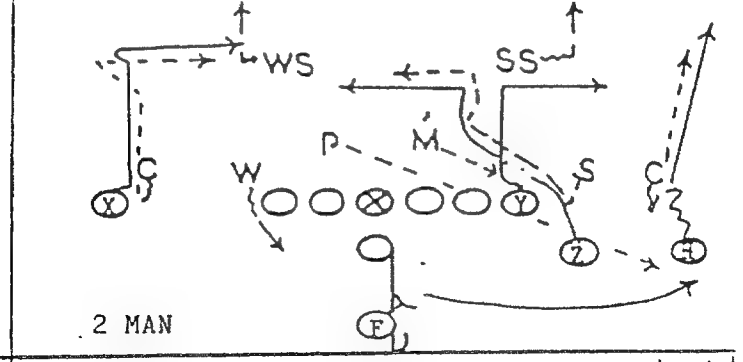
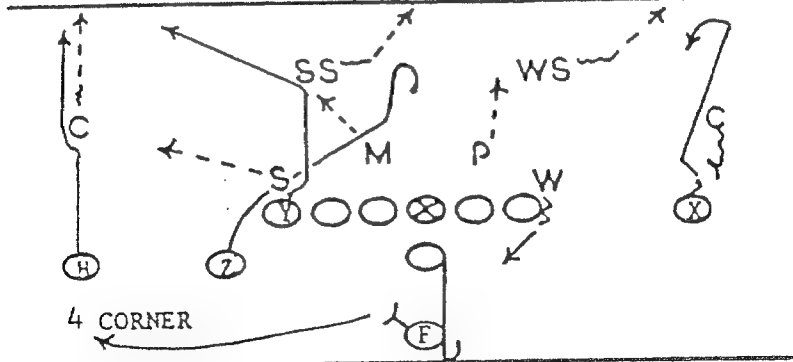
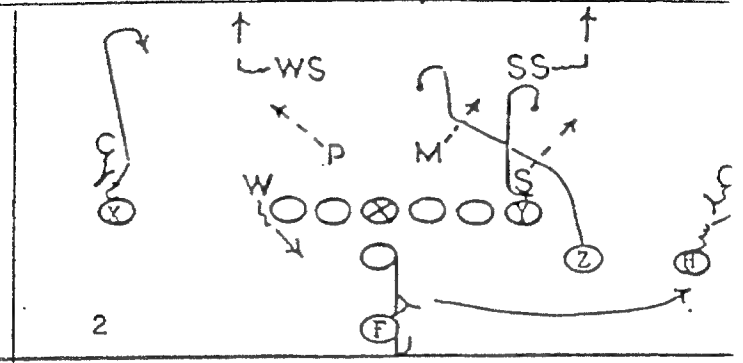
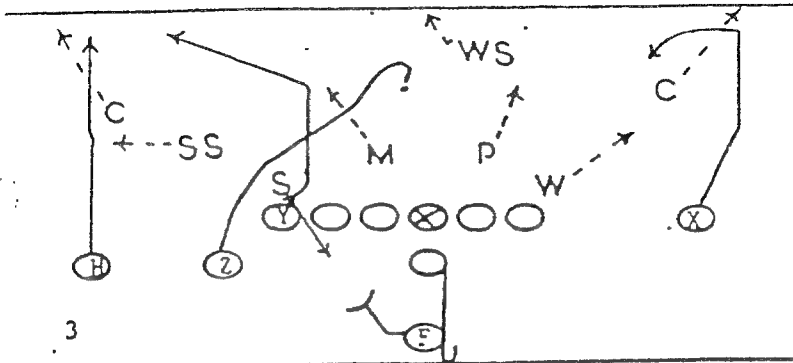
run choice. Give TE the right of way (let him clear first).
versus safety blitz your side, run safety blitz sight adjustment.

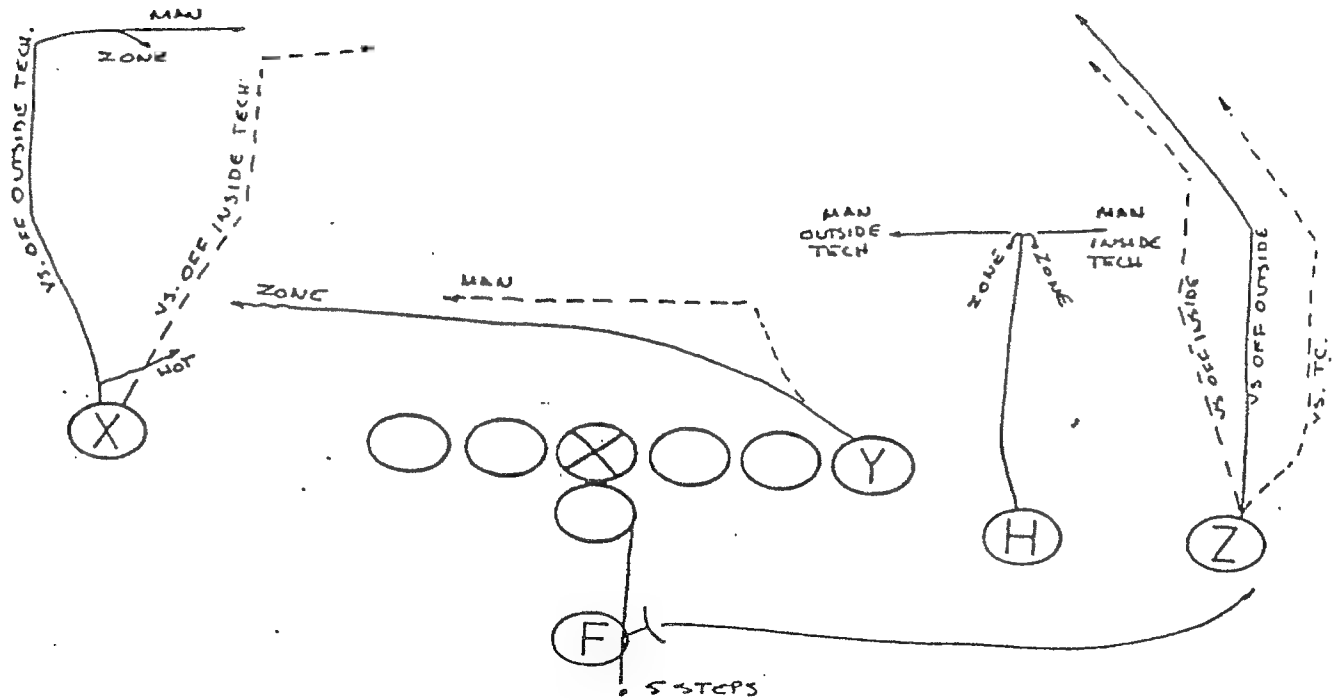
un Go. Fade to Go versus tough corner.

neck. Run Wide.

FROM 3 WIDER

FROM 2 WIDER





QB

Progression read. Work from H on option to Bend In progression. Bend In progression is Y to X to Back. Possible throw to Z versus coverages with no deep safety. Possible Hot to X versus double LB dog weak versus 34 or wanda dog versus 43. Versus safety blitz, work to sight adjustment side.

X

Run Cross. Possible Hot versus double LB dog to weak side versus 34 or wanda dog versus 43. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Sneak. Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Post. Widen alignment. Fade to post versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

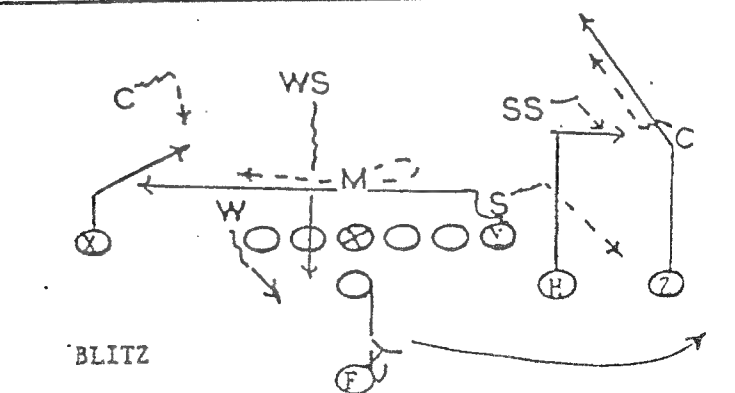
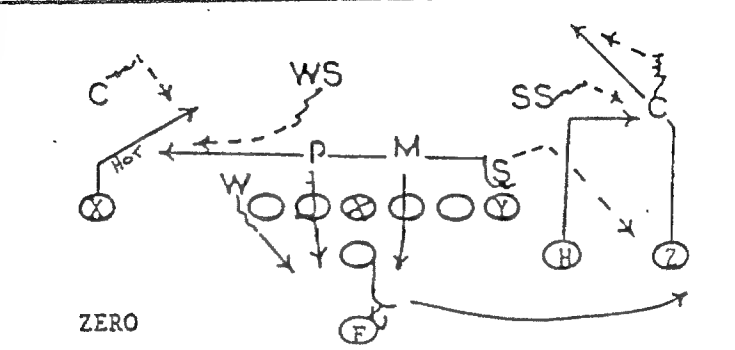
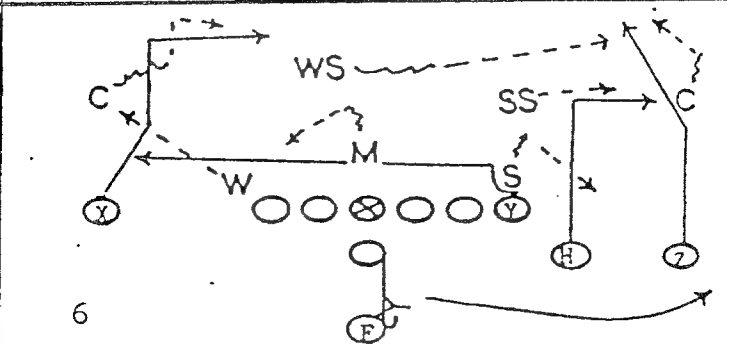
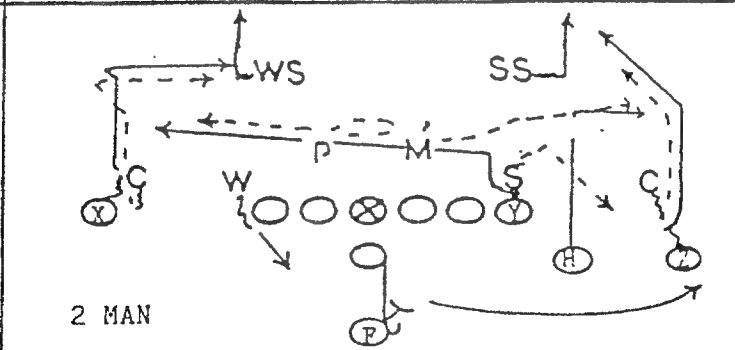
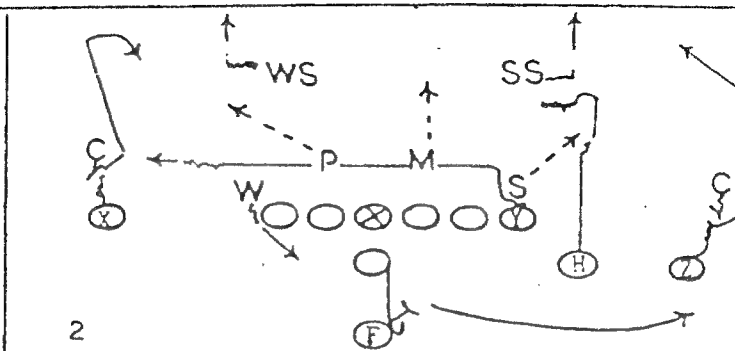
H

Run Option.

F

Check. Run Wide.

2 WIDE



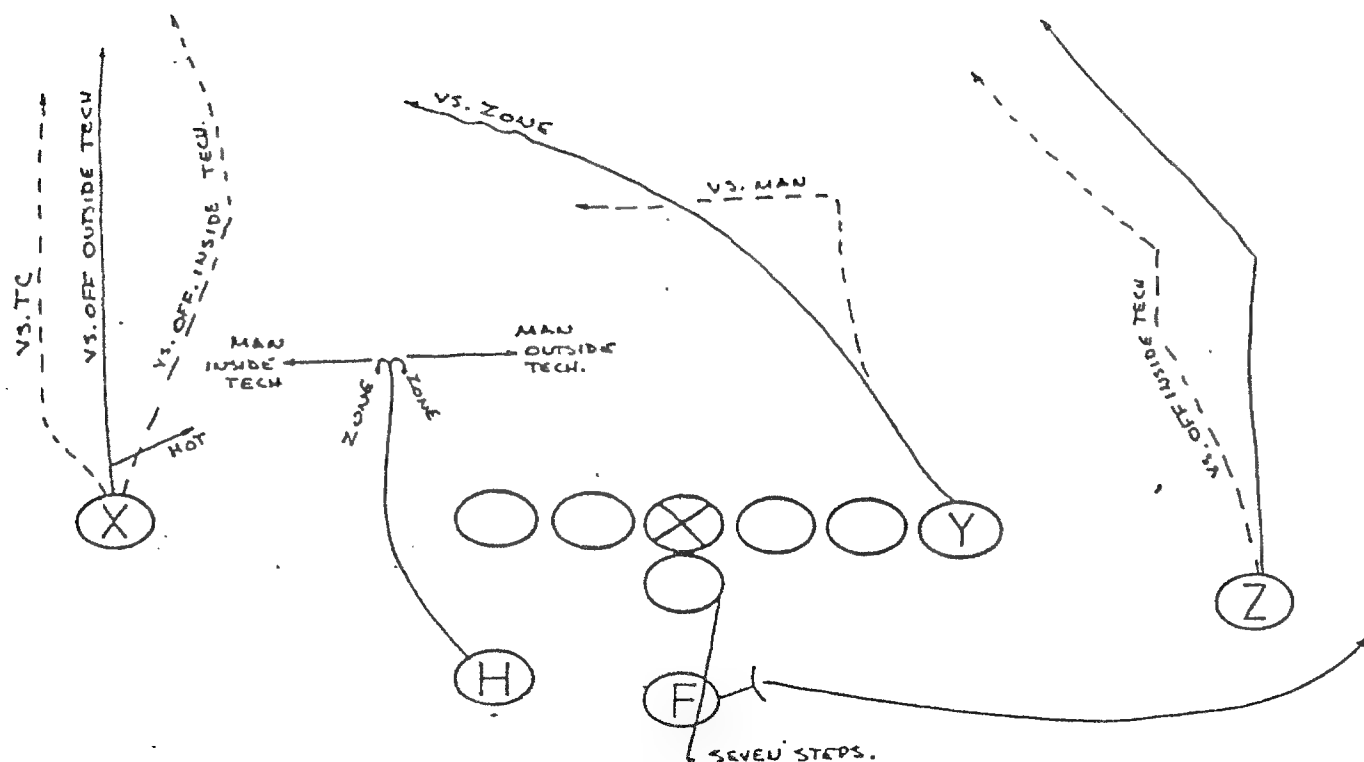
<p>90</p> <p>34</p> <p>P M</p> <p>W E N E S</p> <p>MAGGIE</p>	<p>900</p> <p>34</p> <p>CONVERT TO 90</p> <p>P M</p> <p>W E N E S</p>	<p>34</p> <p>P M</p> <p>W E N E S</p>
<p>34 DBL. EAGLE</p> <p>P M</p> <p>W E N E S</p> <p>TROLLY</p>	<p>34 DBL. EAGLE</p> <p>CONVERT TO 90</p> <p>P M</p> <p>W E N E S</p>	<p>34 DBL. EAGLE</p> <p>P M</p> <p>W E N E S</p>
<p>43</p> <p>M</p> <p>W E T T E S</p>	<p>43</p> <p>CONVERT TO 90</p> <p>M</p> <p>W E T T E S</p>	<p>43</p> <p>M</p> <p>W E T T E S</p>

NICKEL FRONTS

<p>42</p> <p>N</p> <p>C B</p> <p>E T T E</p>	<p>42</p> <p>CONVERT TO 90</p> <p>N</p> <p>C B</p> <p>E T T E</p>	<p>42</p> <p>N</p> <p>C B</p> <p>E T T E</p>
<p>33</p> <p>N</p> <p>C E J T E B</p>	<p>33</p> <p>CONVERT TO 90</p> <p>N</p> <p>C E J T E B</p>	<p>33</p> <p>N</p> <p>C E J T E B</p>

DIME FRONTS

<p>41</p> <p>N</p> <p>D</p> <p>E T T E</p>	<p>41</p> <p>N</p> <p>D</p> <p>E T T E</p> <p>RED</p>	<p>41</p> <p>N</p> <p>D</p> <p>E T T E</p>
<p>32</p> <p>N</p> <p>DA</p> <p>DE E T E</p>	<p>32</p> <p>CONVERT TO 90</p> <p>N</p> <p>DA</p> <p>DE E T E</p>	<p>32</p> <p>N</p> <p>DA</p> <p>DE E T E</p>



QB

- Progression read. Work from option by H to Y, to Z to F. Possible throw to X versus inside man technique with no overlap. Possible Hot to X versus double LB dog weak versus 34 or wanda dog versus 43. Versus safety blitz, work to sight adjustment side.

Run Go. Fade to Go versus tough corner. Possible Hot versus double LB dog to weak side versus 34 or wanda dog versus 43.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run
Versus safety blitz, run safety blitz sight adjustment.

Z

Run Post.
Versus safety blitz, run safety blitz sight adjustment.

H

Run Option.

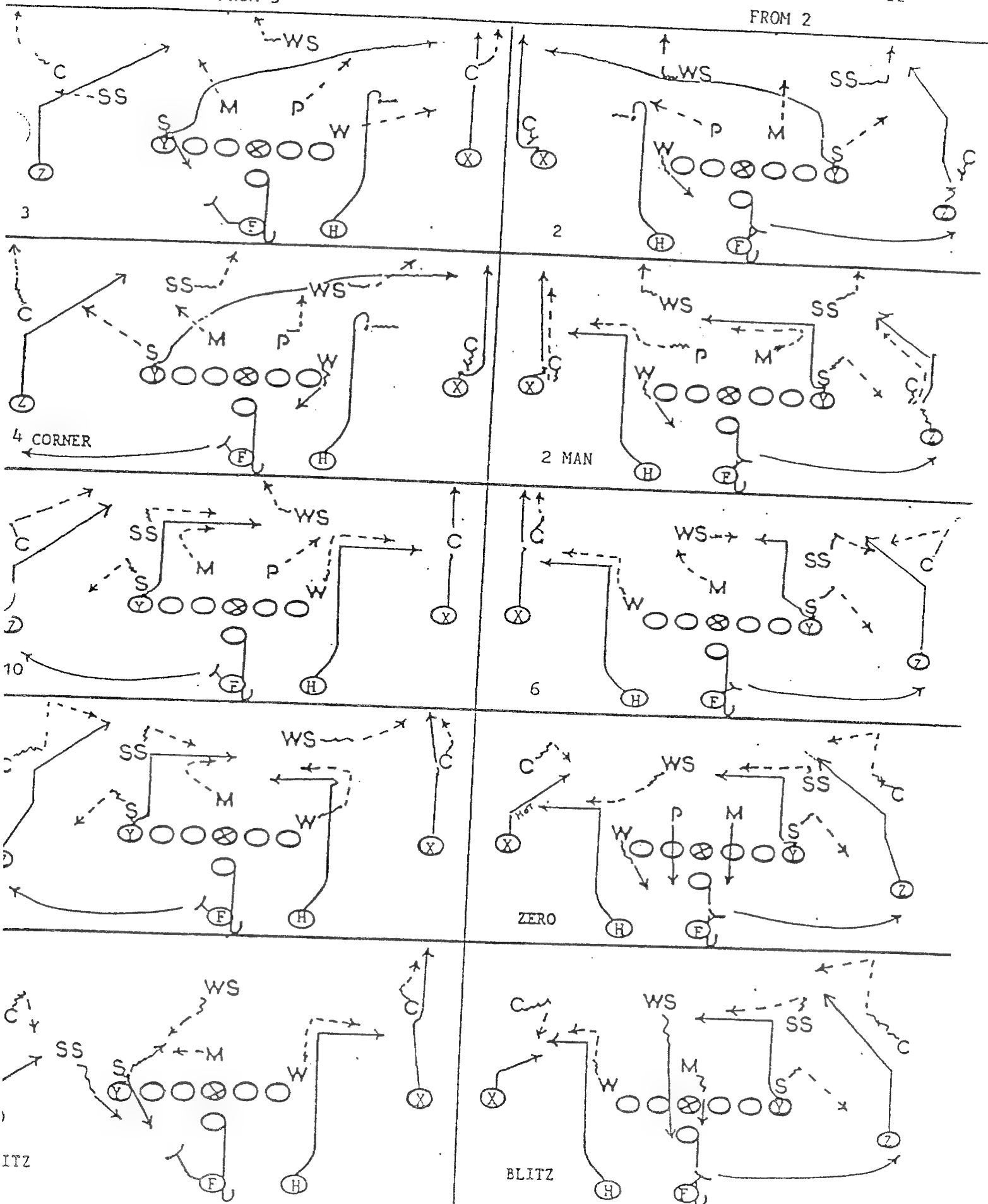
F

Check. Run Wide.

FROM 3

FROM 2

-12-



100 SERIES

NORMAL PLAY ACTION PASSES - 100 SERIES

I. BASIC PRINCIPLE

This is a 7 man protection where the QB fakes a run action and sets up behind the play side G. This action is called by using three digits. The first number indicates the type of protection and who blocks between H, F and a TE. The second and third numbers indicate the play to be faked. One back blocks onside, the other back free releases and the offside TE check blocks.

II. VERSUS 34 & 43:

A. BACKS

1. The front side back (the "blocker" of the play called) scats. This "blocker" could be a TE.
2. The faking back (the "ball carrier" of the play called) blocks the onside OLB.

B. TE

1. Onside TE (the "blocker" of the play called) scats.
2. Offside TE check blocks.

C. Line blocks the play called and cooperate with the offside TE's check block.

D. Blitz adjustment for all receivers:

1. Vs. 34 - it takes a DB and one LB Your side. (Takes one plus)
2. Vs. 43 - it takes one DB your side. (Takes one)

III. VERSUS SUBSTITUTED DEFENSES

A. 42 & 33 (total 6) (NICKEL)

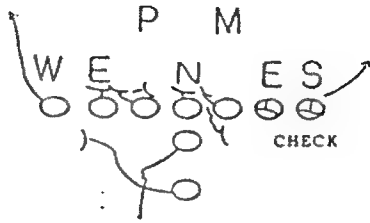
1. The faking back ("ball carrier") has most dangerous DB onside.
2. The line and offside TE are responsible for Bob and Carol (Plus Jean vs. 33). Alert: Check, Swoop, Off.
3. Blitz adjustment:
 - a) Onside receiver - it takes two DB's. (Takes two)
 - b) Offside receiver - Vs. 42 - takes one DB. (Takes one)
Offside receiver - Vs. 33 - it takes one DB plus the OLB (Takes one plus OLB)

B. 41 & 32 (total 5) (DIME)

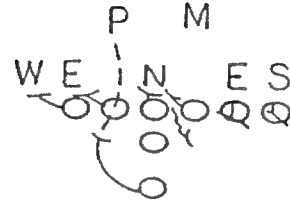
1. The faking back has most dangerous DB onside.
2. The line has Don (Dan and Deb vs. 32). Offside TE has most dangerous DB offside.
3. Blitz adjustment: For all receivers it takes two DB's to your side. (Takes two)

34 FRONTS

34

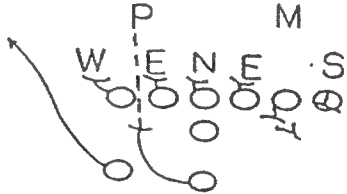


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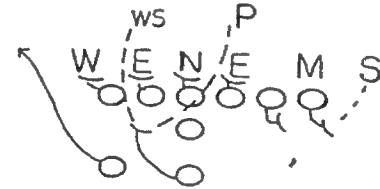


* 137 FAN PASS

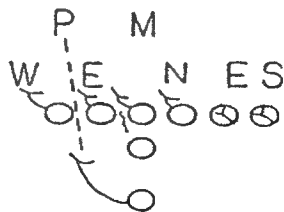
34 DOUBLE EAGLE



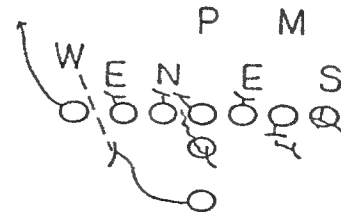
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

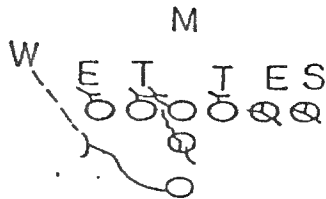


34 MINUS

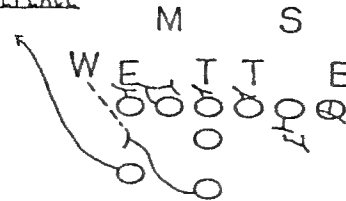


43 FRONTS

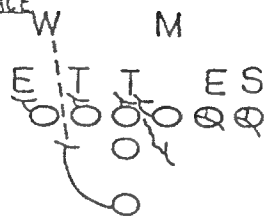
43



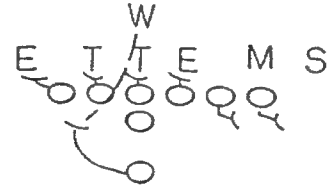
43 OVER REPLACE



43 UNDER REPLACE

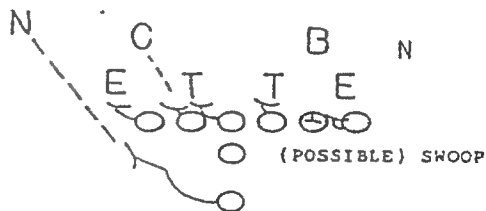


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)



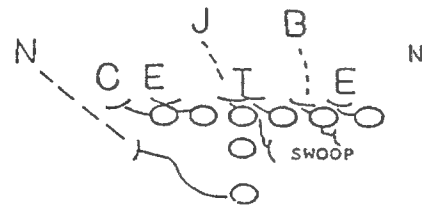
NICKEL FRONTS

42



(POSSIBLE) SWOOP

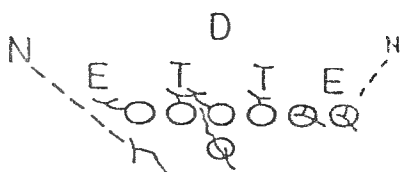
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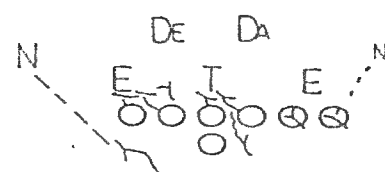
SWOOP

DIME FRONTS

41

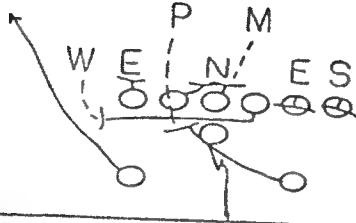


32

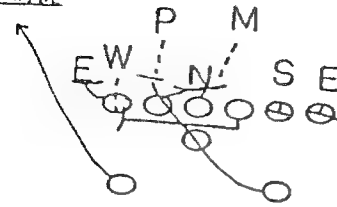


34 FRONTS

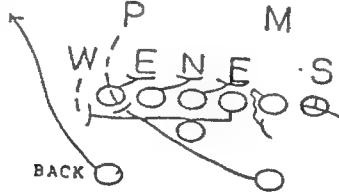
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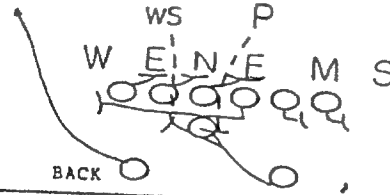
34 DOUBLE WIDE



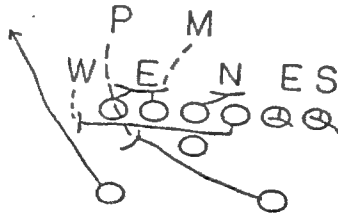
34 DOUBLE EAGLE



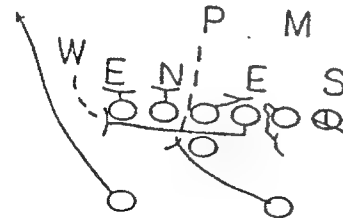
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

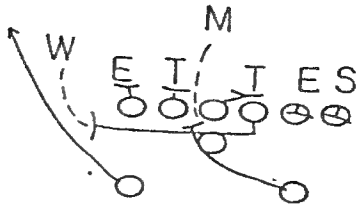


34 MINUS

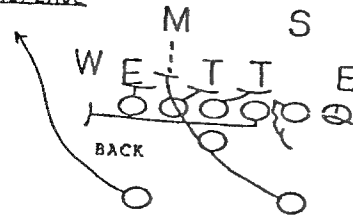


43 FRONTS

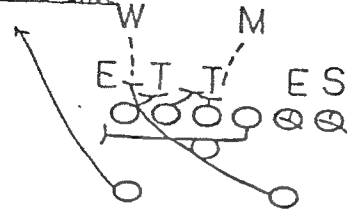
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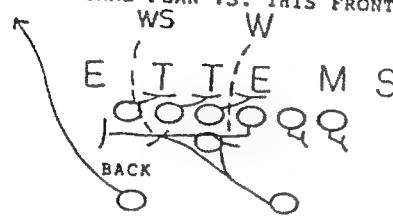
43 OVER REPLACE



43 UNDER REPLACE

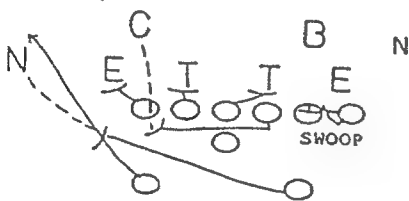


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

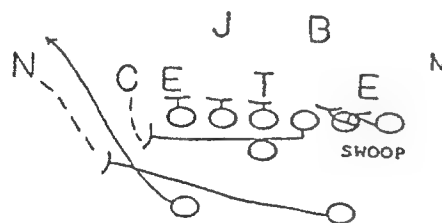


NICKEL FRONTS

42

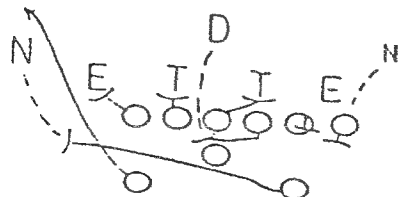


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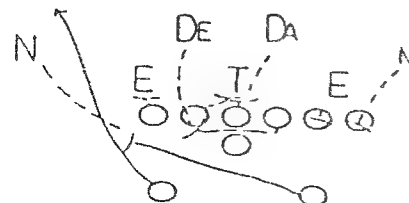


DIME FRONTS

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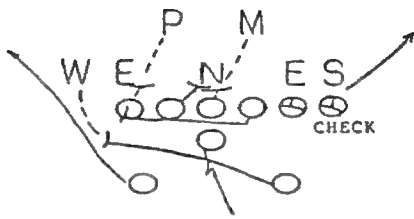


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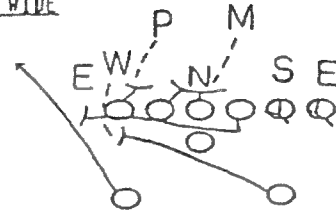


34 FRONTS

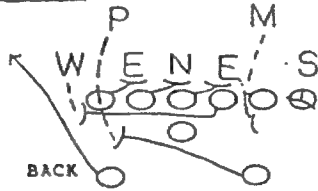
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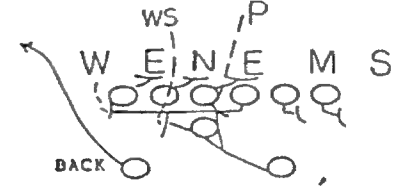
34 DOUBLE WIDE



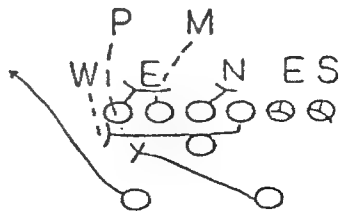
34 DOUBLE EAGLE



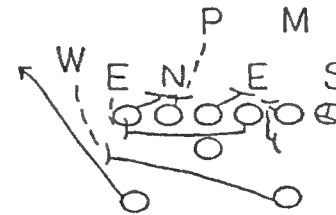
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

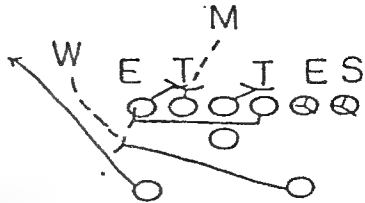


34 MINUS

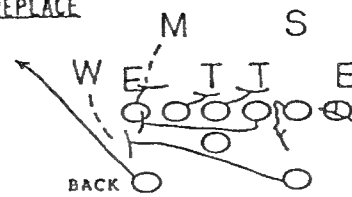


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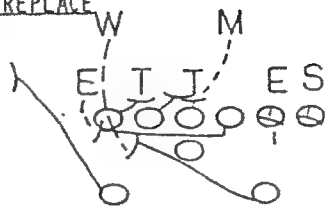
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43 UNDER REPLACE

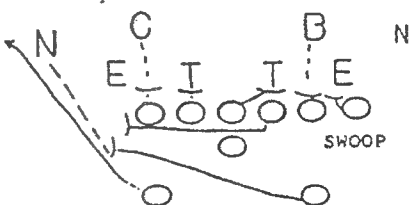


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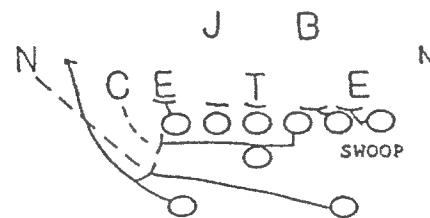


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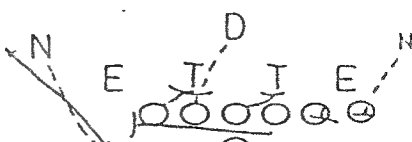


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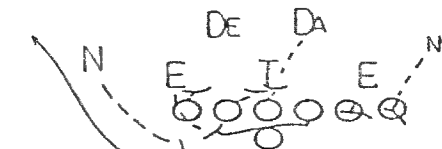


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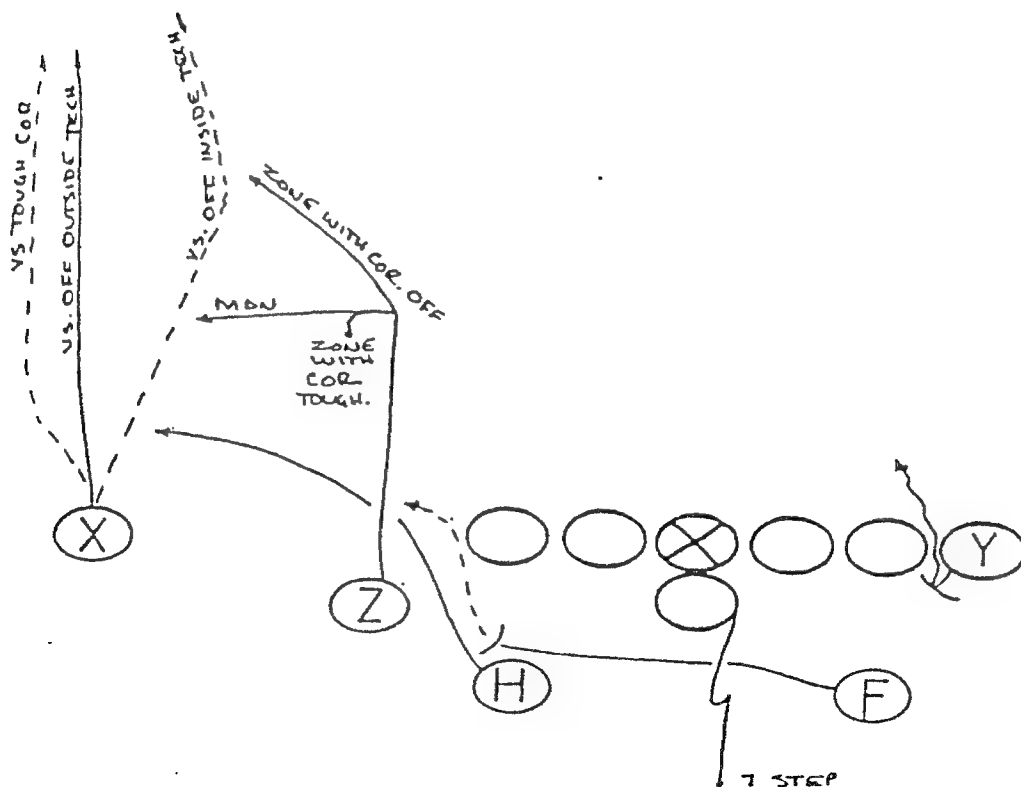
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32



115 TRAP PASS Z CORNER (FROM 6 FLIP)



QB

Fake 15 Trap. Set up behind center. Progression read. Work from H to Z on corner pattern to F on delay flat. Versus safety blitz, abandon fake and go to X on sight adjustment. Be ready to throw ball away versus safety blitz to TE side.

X

Run Go. Fade to Go versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Check blocking assignment. N/T run slow delay.

Z

Run corner.
Versus safety blitz your side, run safety blitz sight adjustment.

H

Scat and run flat.

F

FROM 7 FLIP

FROM 6 FLIP

3

2

4 CORNER

2 MAN

10

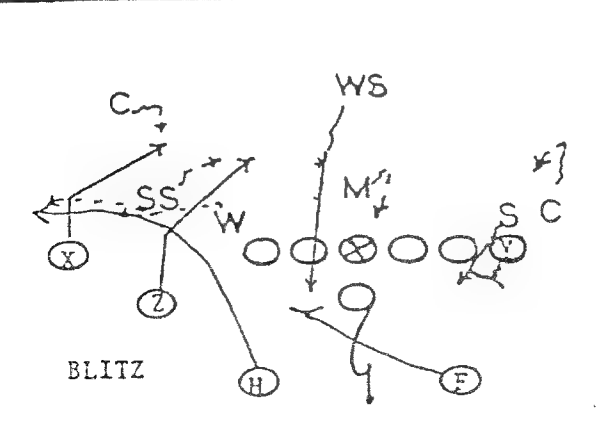
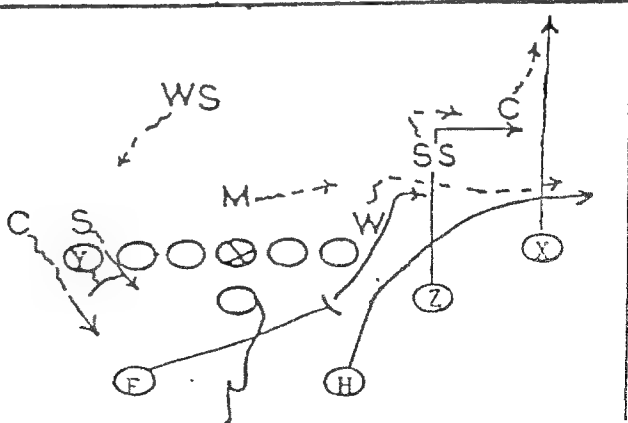
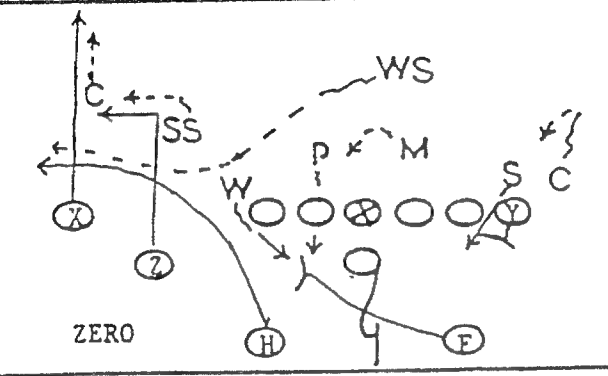
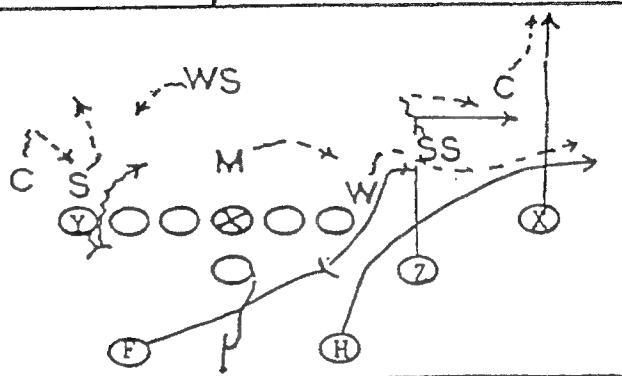
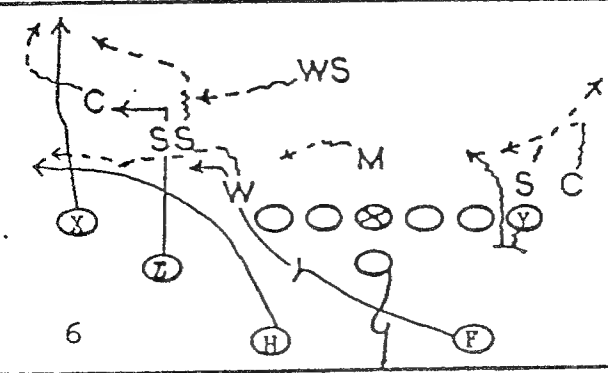
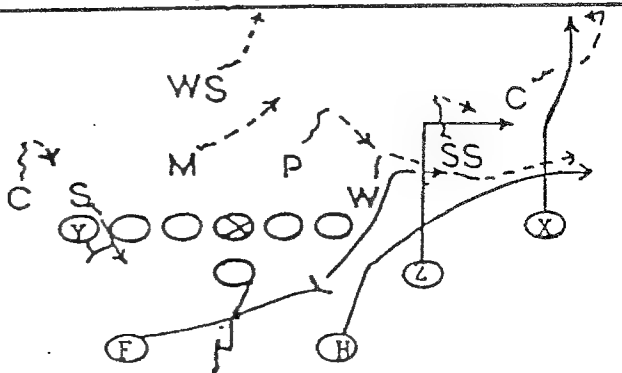
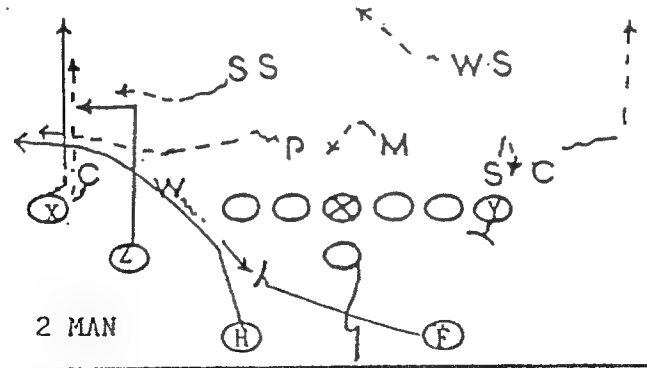
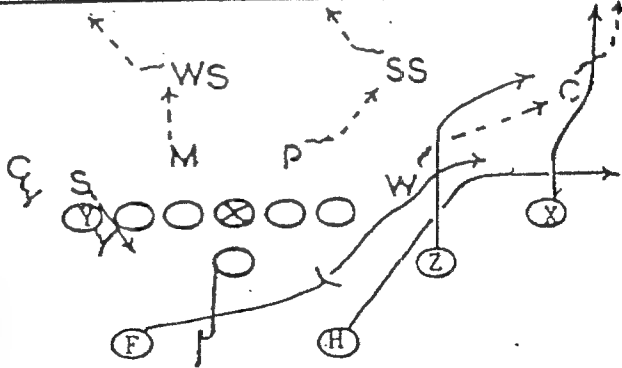
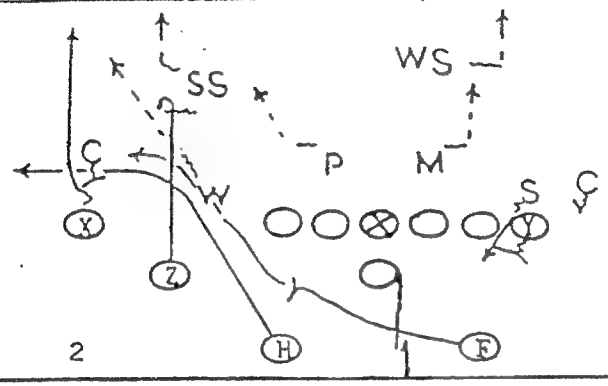
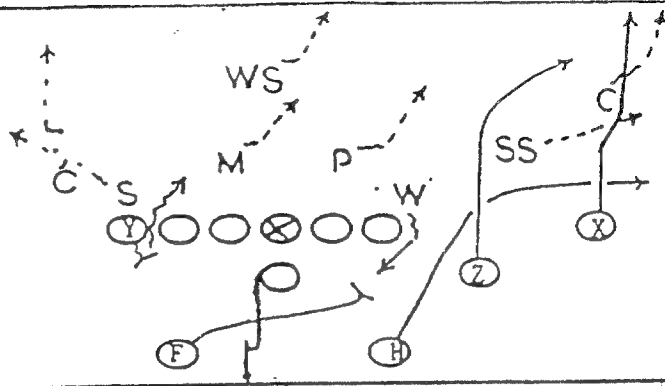
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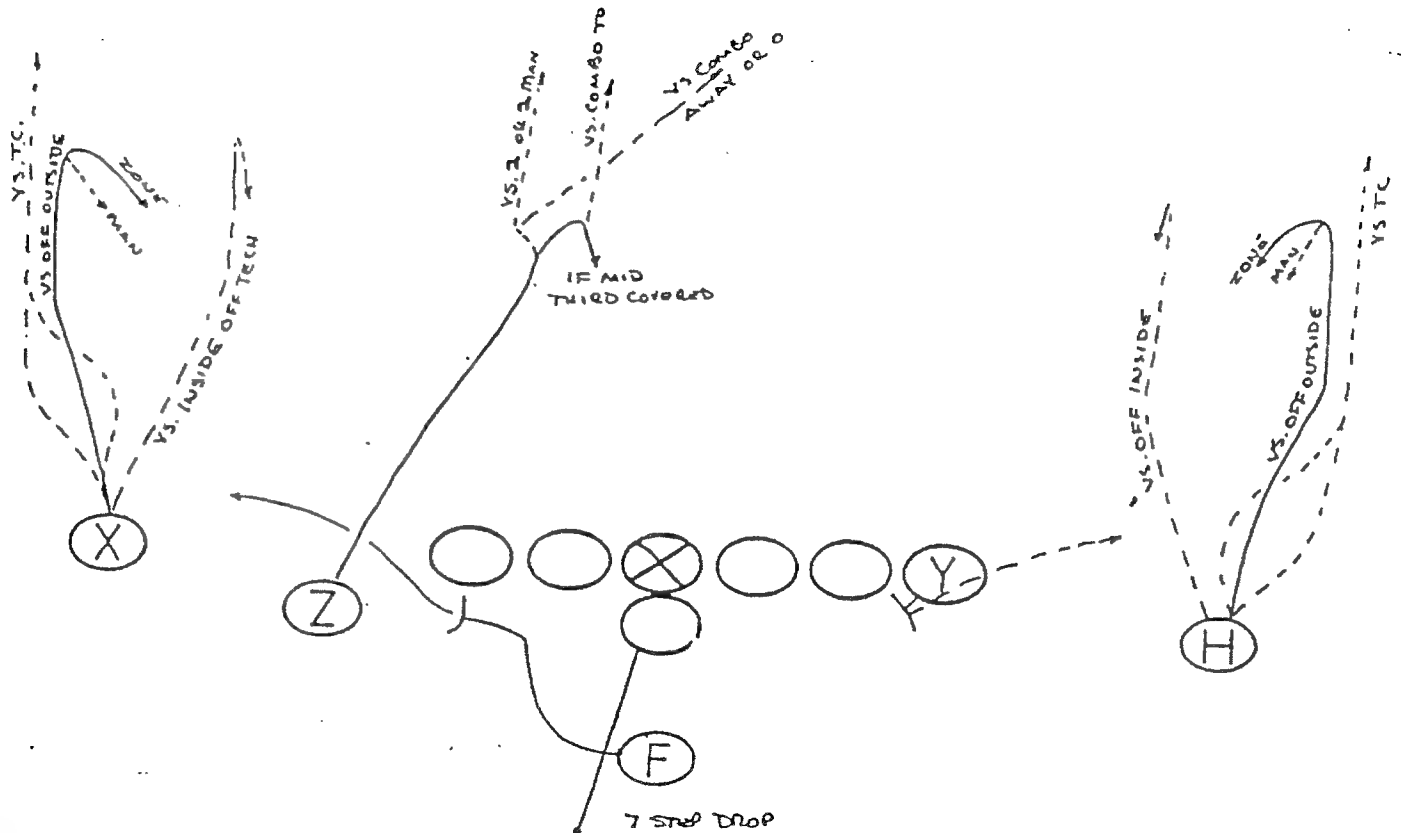
5

ZERO

BLITZ

BLITZ





QB

Fake 37. Seven step drop. Set up behind inside leg of left guard. Key middle for rotation. Work inside out opposite the rotation. Versus cover 2 or 2 Man, work from Z to X to F.
Versus safety blitz, abandon fake and work to sight adjustment side.

I

Run Hook (6 Cut). Run streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

I

Check blocking assignment. N/T run drag.

I

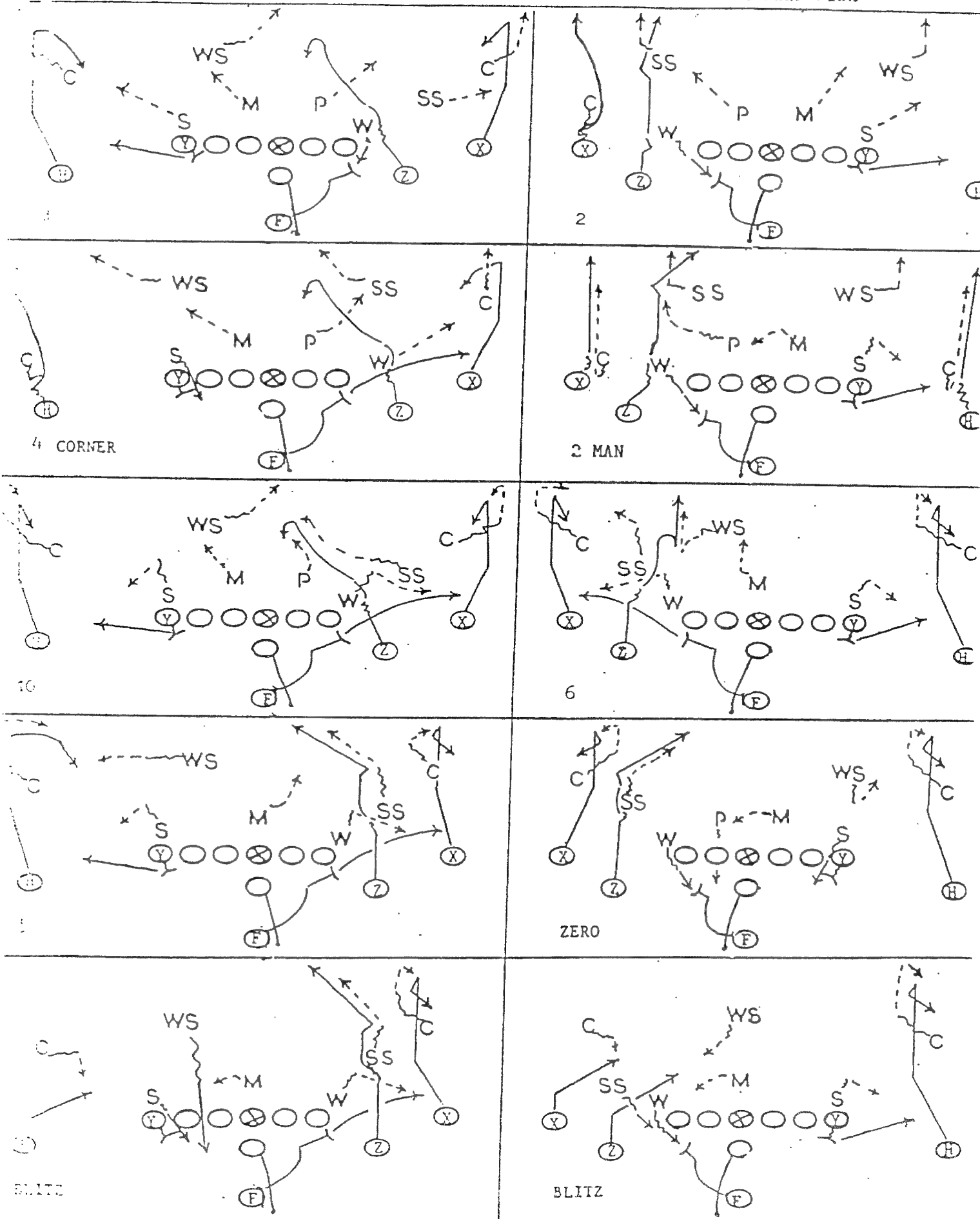
Run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

Run Hook (6 Cut). Run streak adjustment versus tough corner.

Fake 47. Check blocking assignment, run flat.

FROM 3 FLIP WIDE

FROM 2 FLIP WIDE



200 SERIES

200 SERIES PLAY ACTION PROTECTION

I. BASIC PRINCIPLE

This is a 7 man protection where the QB fakes a run action and sets up behind the "onside" G. Both backs fake and/or block in the direction of the action and the line slides away from the action. The blocking assignments of the backs will be determined by the hole in which the action is faked and will be referred to as "lead back" or "ball carrier". The type of action and hole number will be indicated by the 2nd and 3rd digits.

II. VERSUS 34/35/OKIE

- A. Both backs fake and check the OLB and ILB toward the hole and scan for a DB in that direction.
 1. 6 & 7 hole - the lead back has the onside OLB. The ball carrier has the onside ILB.
 2. 4 & 5 hole - the lead back has the onside ILB. The ball carrier has the onside OLB.
- B. The line slides away from the called side and is responsible for both DE's, noseman, the offside ILB and OLB.
- C. Blitz adjustments: For all receivers it takes one DB plus one LB. (Takes one plus)

III. VERSUS 43

- A. Both backs fake and check Mike and the onside OLB according to the respective "hole" called.
- B. The line is responsible for both DE's, both DT's and the offside OLB.
- C. Blitz adjustments: For all receivers it takes one DB. (Takes one)

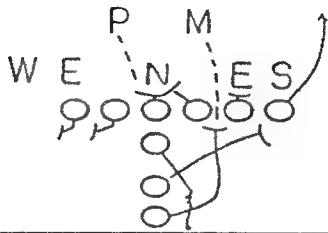
IV. VERSUS SUBSTITUTED DEFENSES

- A. Vs. Nickel 42 & 33 (total 6)
 1. Both backs check onside
 - a) 6 & 7 hole - the lead back has the most dangerous onside DB. The ball carrier has the onside OLB.
 - b) 4 & 5 hole - the lead back has the onside OLB. The ball carrier has the most dangerous DB.
 2. Uncovered assignment:
 - a) 42 - Offside OLB plus sift offside DB.
 - b) 33 - Jean, offside OLB plus sift offside DB.
 3. Blitz adjustments vs. 42:
 - a) Onside receiver - takes two DB's. (Takes two)
 - b) Offside receiver - takes one DB. (Takes one)
 4. Blitz adjustments vs. 33:
 - a) Onside receiver - takes two DB's. (Takes two)
 - b) Offside receiver - takes the DB plus one OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 1. Backs split flow and check DB's on opposite sides.
 - a) 6 & 7 / 4 & 5 hole - lead back checks onside DB's. Ball carrier checks offside DB's. QB no fake set behind onside Guard.
 2. Line has Don (Dan and Deb vs. 32) NOTE: No sift.
 3. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)

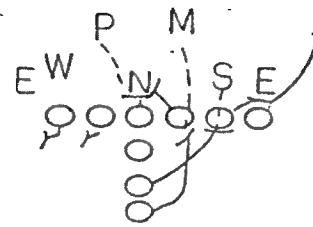
26. Check assignment and run flat.

34 FRONTS

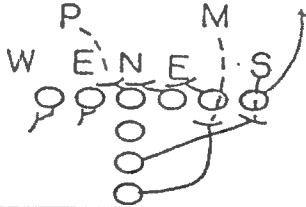
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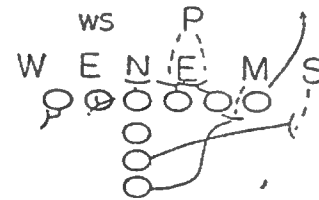
34 DOUBLE WIDE



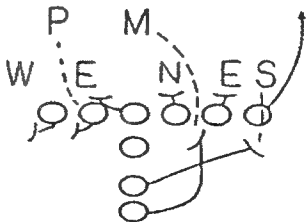
34 DOUBLE EAGLE



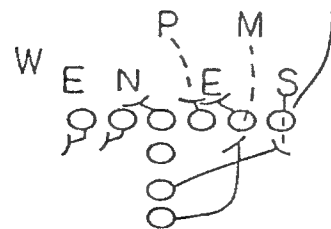
34 BEAR



34 PLUS

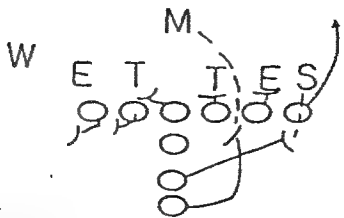


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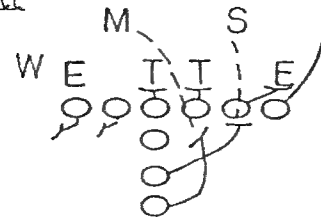


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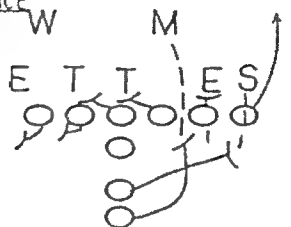
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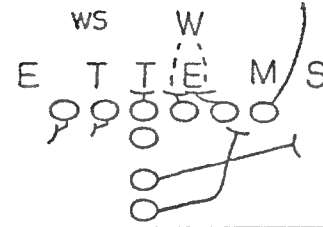
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43 UNDER REPLACE

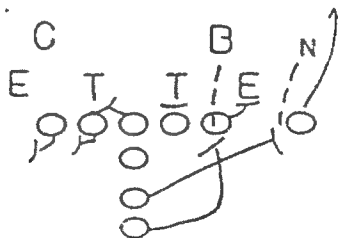


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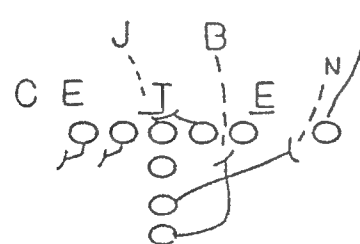


NICKEL FRONTS

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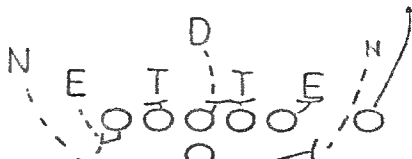


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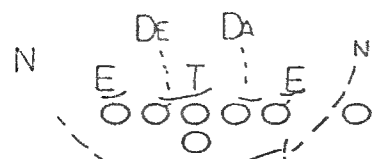


DIME FRONTS

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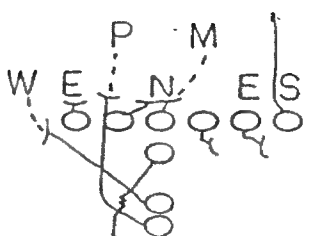


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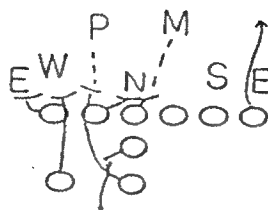


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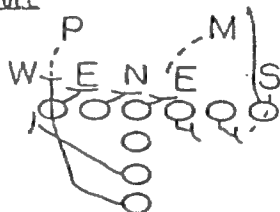
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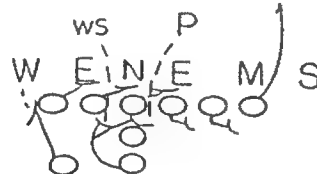
34 DOUBLE WIDE



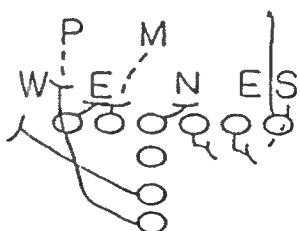
34 DOUBLE EAGLE



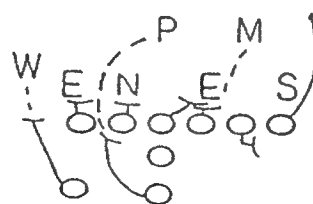
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

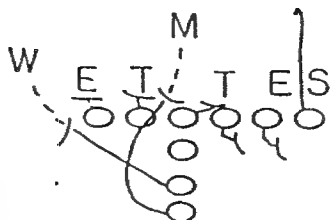


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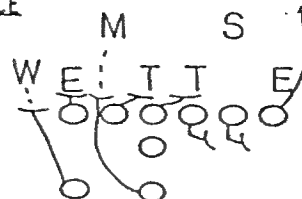


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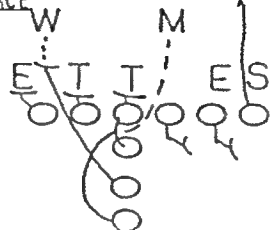
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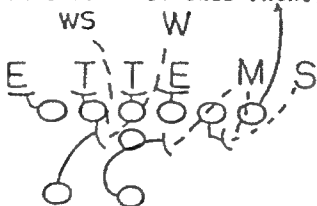
43 OVER REPLACE



43 UNDER REPLACE

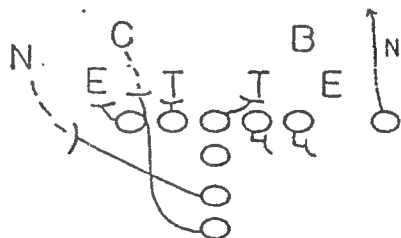


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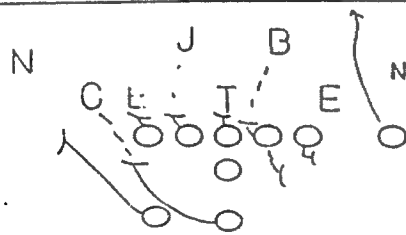


NICKEL FRONTS

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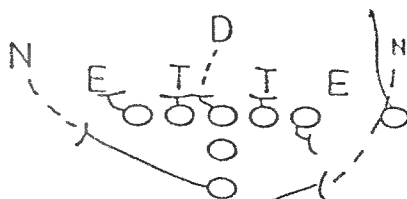


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DIME FRONTS

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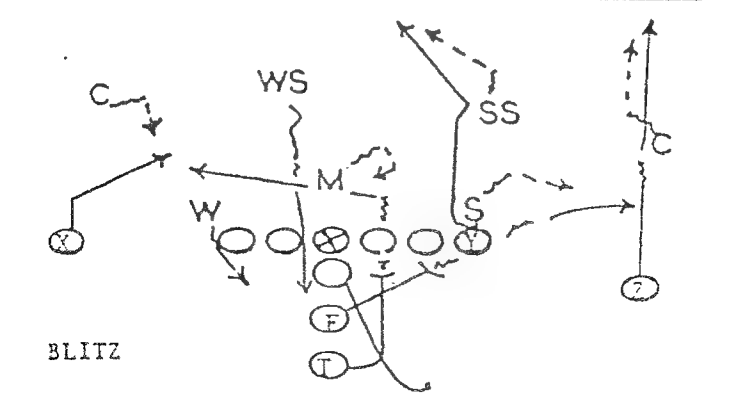
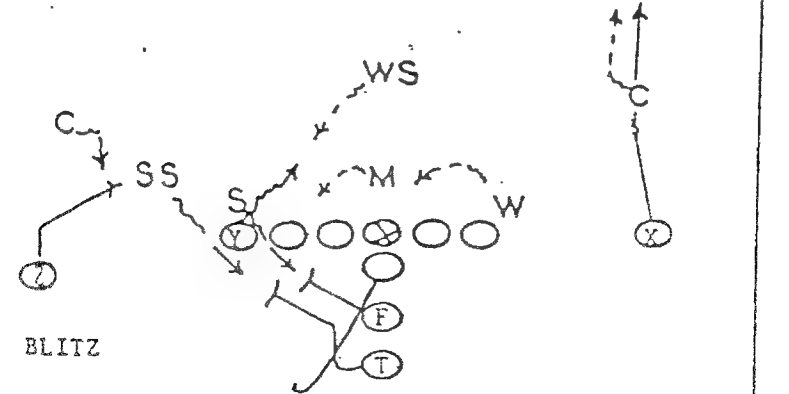
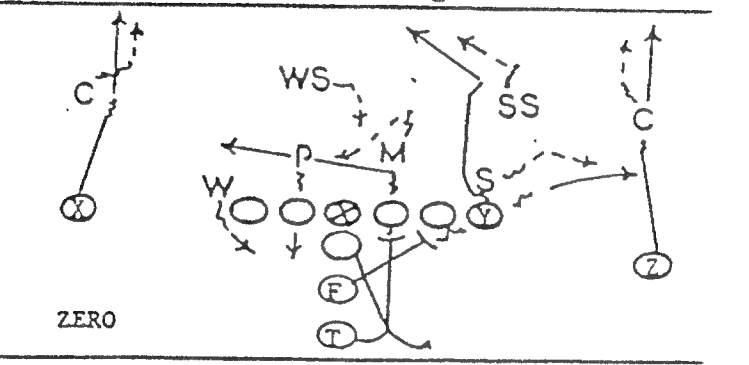
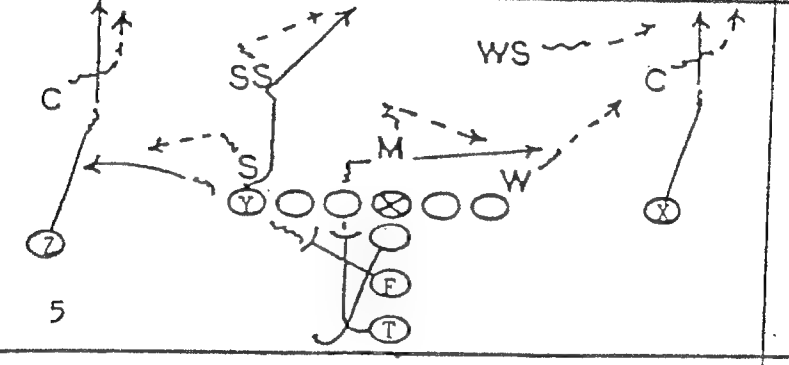
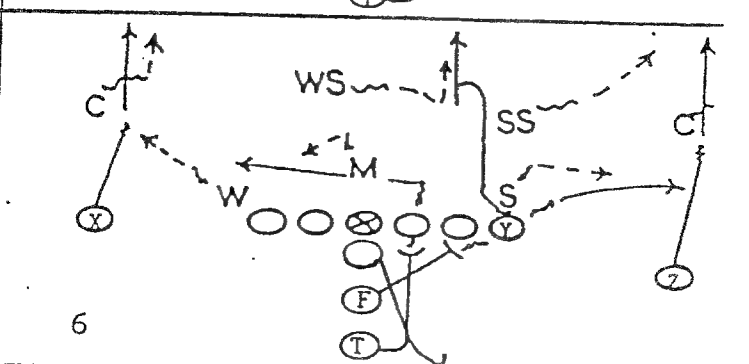
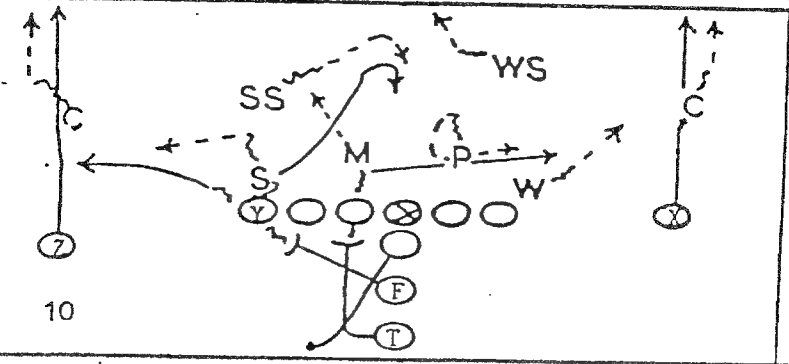
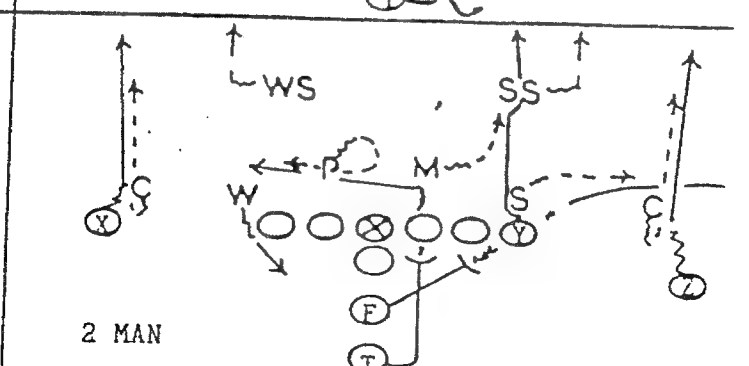
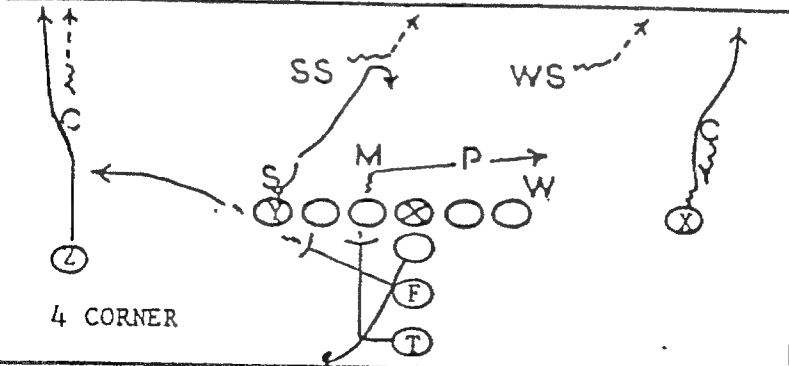
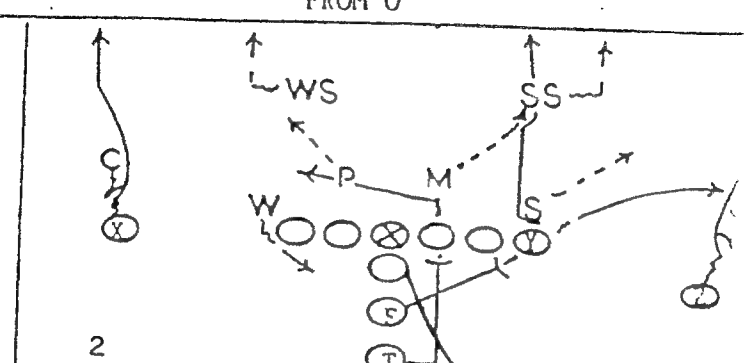
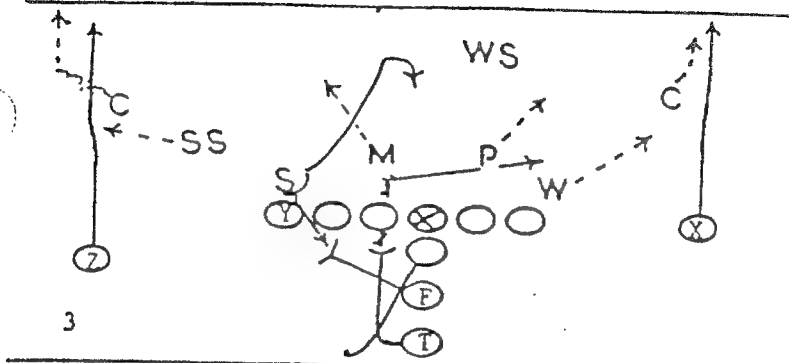


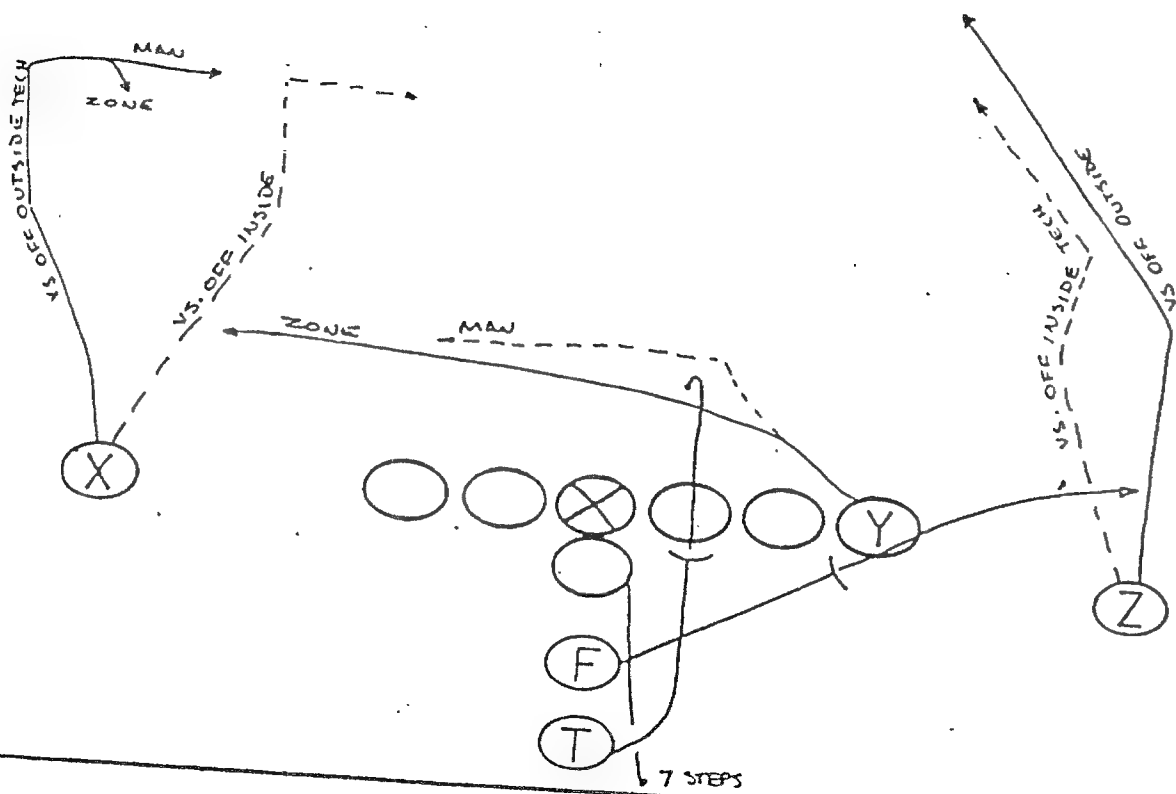
32



FROM 1

FROM 0





B

ake 26. Seven step drop. Set behind inside leg of guard. Progression pattern. Work from Y to X to backs. Possible throw to Z versus coverages with no deep safety help. Versus safety blitz, abandon fake and work to sight adjustment side.

n Cross. Versus safety blitz your side, run safety blitz sight adjustment.

n Sneak. Versus safety blitz your side, run safety blitz sight adjustment.

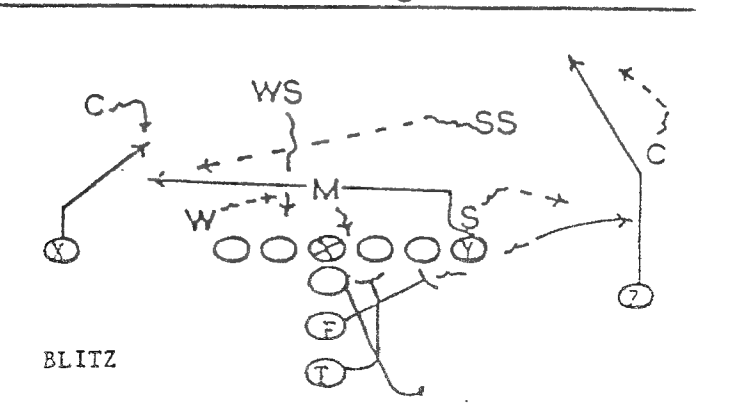
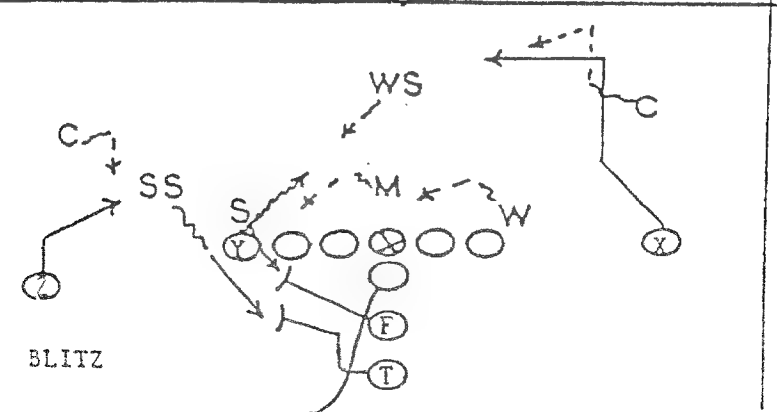
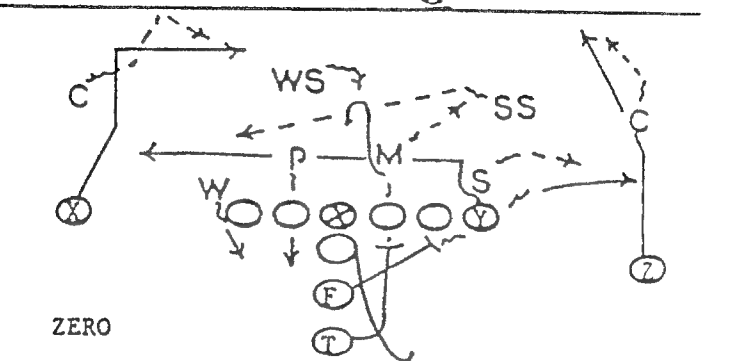
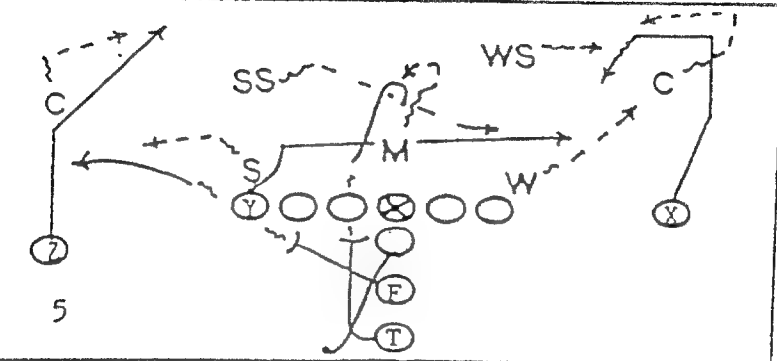
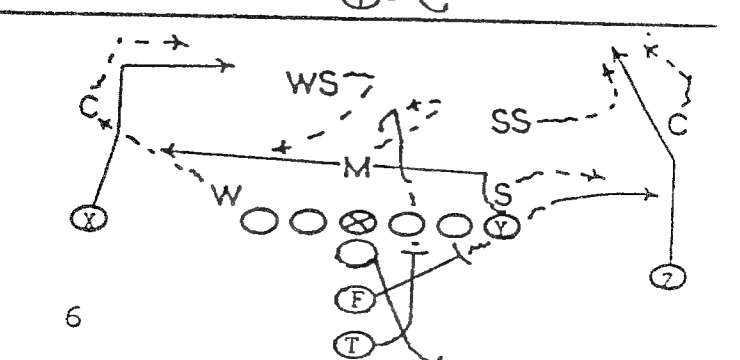
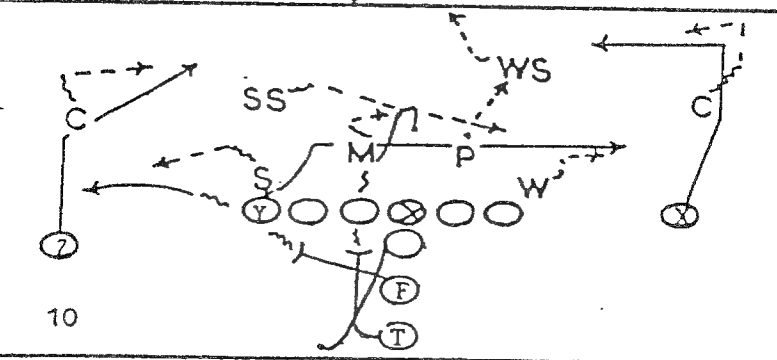
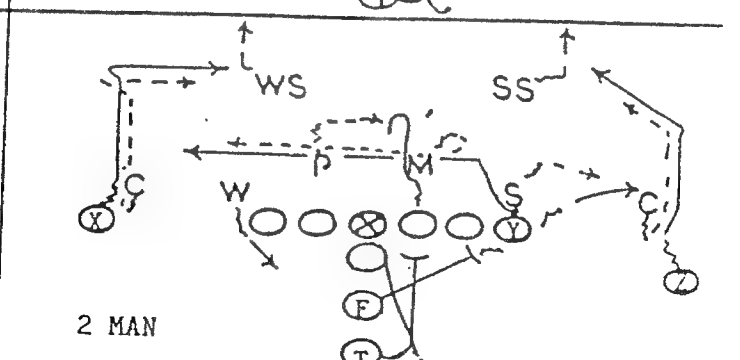
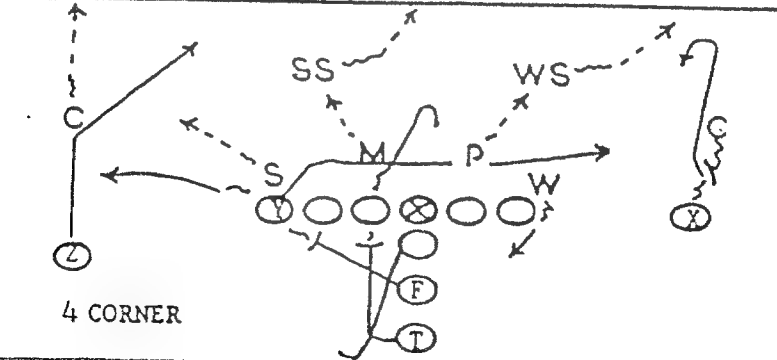
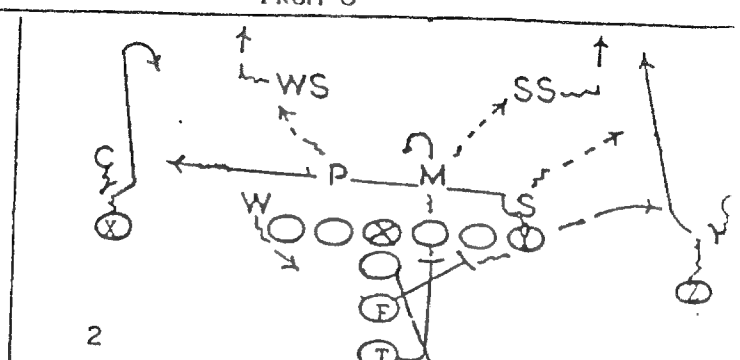
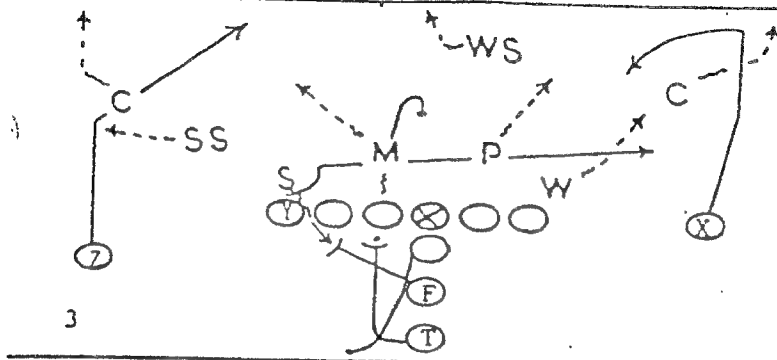
Post. Versus outside technique, clear middle. Versus inside technique, work get open on Post. Versus safety blitz your side, run safety blitz sight adjustment.

1) Fake 26. Check assignment and run sit.

26. Check assignment and run flat.

FROM 1

FROM 0



300 SERIES

300 SERIES PLAY ACTION PROTECTION

(SLIDE PRINCIPLE)

I. BASIC PRINCIPLE

This is a 7 man play action protection which free releases H by checking TE and FB strong while sliding the line weak. This is always a 6 hole protection where the TE is the lead blocker and has the OLB and the ball carrier fakes and has the onside ILB.

II. VERSUS 34/35/OKIE

- A. Y checks the E.M.O.L. strongside and sifts for safety (alert Swoop).
- B. FB fakes and checks Mike and scans for DB strongside.
- C. Line slides weak and is responsible for both DE's, noseman, Peg and Wanda. Sift weakside DB blitz. NOTE: Strong tackle apply Slow block principles and be alert for Swoop.
- D. Blitz Adjustments: For all receivers it takes one DB plus one LB to your side. (Takes one plus)

III. VERSUS 43

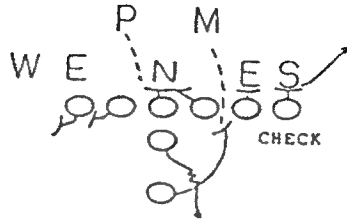
- A. Y checks the E.M.O.L. strongside and sifts for safety (alert Swoop).
- B. FB fakes and checks Mike and scans for DB strongside.
- C. Line is responsible for both DE's, both DT's and Wanda. Sift the weakside DB blitz. NOTE: Strong tackle apply Slow block principles and be alert for Swoop.
- D. Blitz Adjustments: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

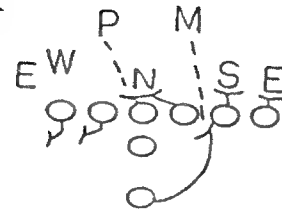
- A. Nickel - 42 & 33 (total 6)
 1. Y has most dangerous DB from inside out (alert Swoop).
 2. FB has Bob and scans for DB's.
 3. Uncovered assignment:
 - a) 42 = Carol plus sift weakside DB.
 - b) 33 = Jean, Carol and sift weakside DB.
 4. Blitz adjustments vs. 42:
 - a) Strong receiver - takes two DB's. (Takes two)
 - b) Weak receiver - takes one DB. (Takes one)
 5. Blitz adjustments vs. 33:
 - a) Strong receiver - takes two DB's. (Takes two)
 - b) Weak receiver - takes one DB plus one OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 1. TE has most dangerous strongside DB from inside out (alert Swoop).
 2. FB has most dangerous weakside DB from inside out.
 3. Line has Don (Dan and Deb vs. 32) NOTE: No sift.
 4. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)
 5. QB no fake, set behind frontside Guard.

34 FRONTS

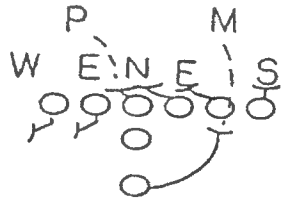
34



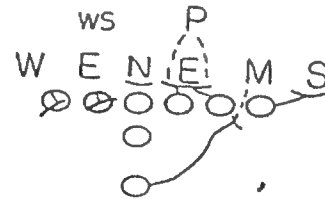
34 DOUBLE WIDE



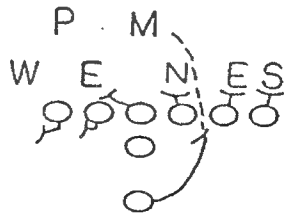
34 DOUBLE EAGLE



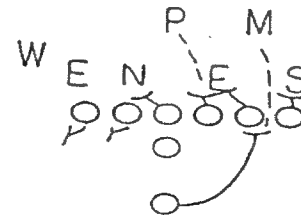
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

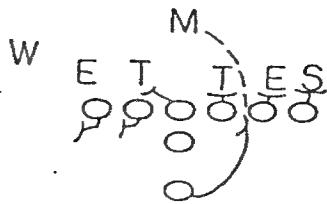


34 MINUS

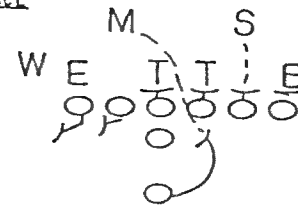


43 FRONTS

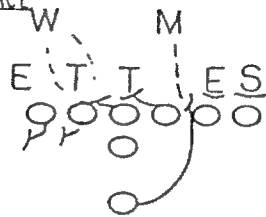
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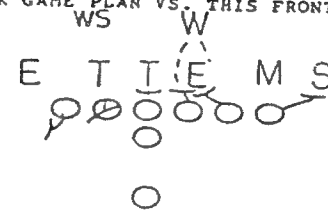
43 OVER REPLACE



43 UNDER REPLACE

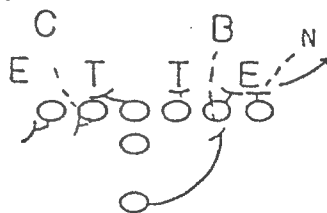


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

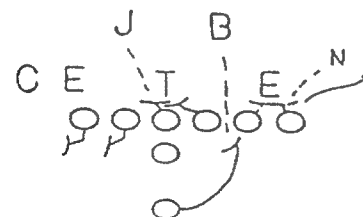


NICKEL FRONTS

42

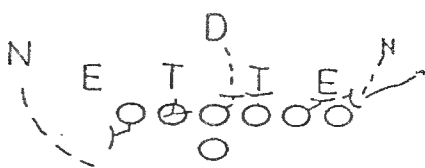


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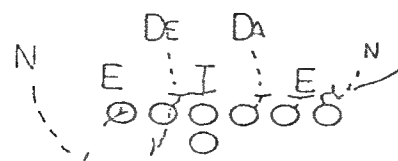


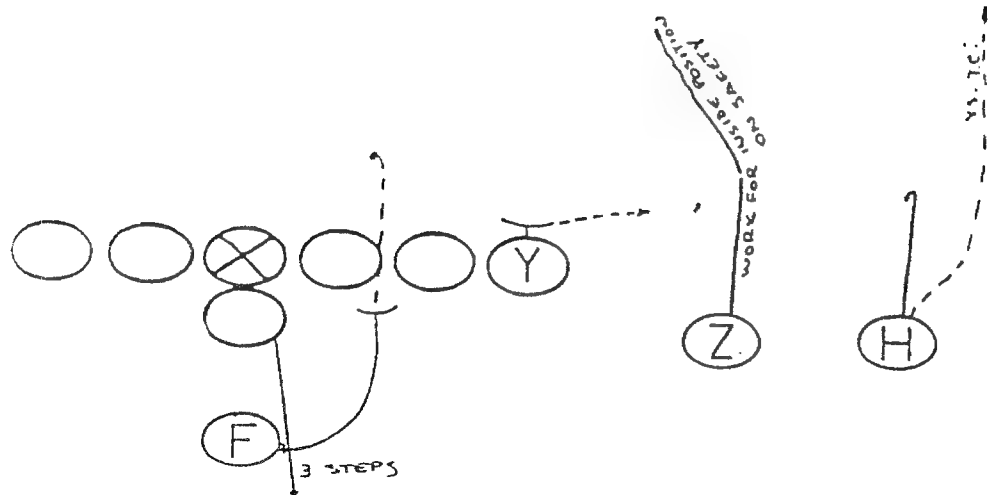
DIME FRONTS

41



32





Inside leg of front side guard. Three step drop. Work from
Possible dump off to F or Y if time.
don fake and work to sight adjustment side.

side, run safety blitz sight adjustment.

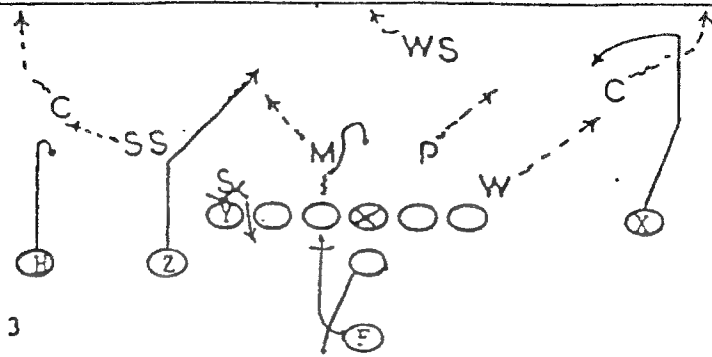
Get inside position on safety. Versus safety blitz your
sight adjustment.

versus tough corner.

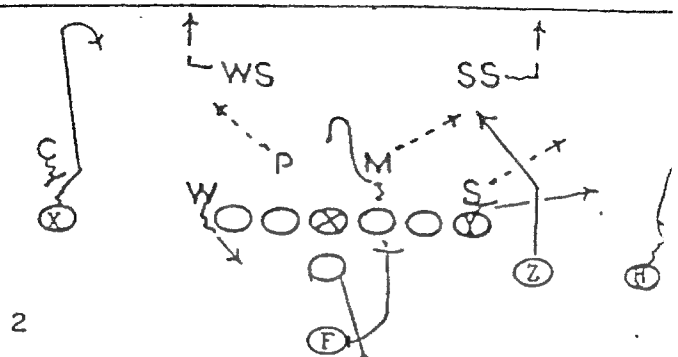
element. N/T run sit.

FROM 3 WIDER

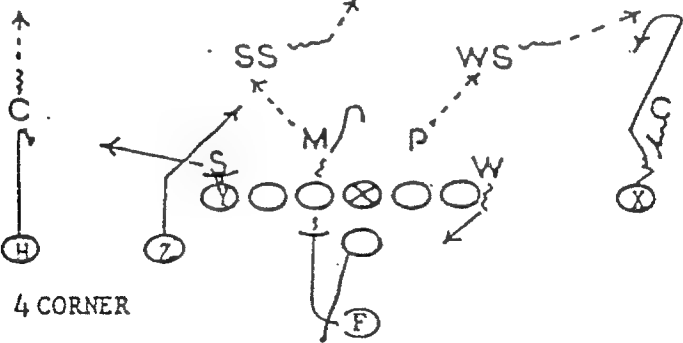
FROM 2 WIDER



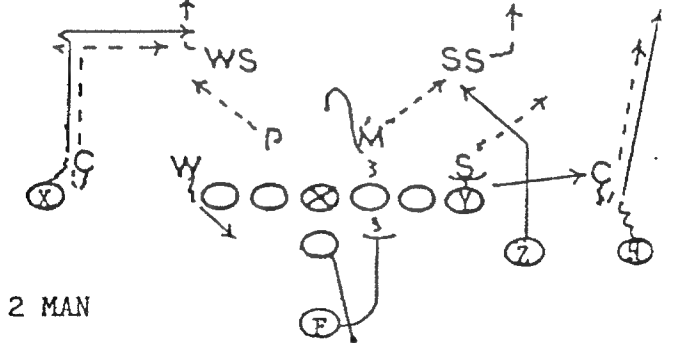
3



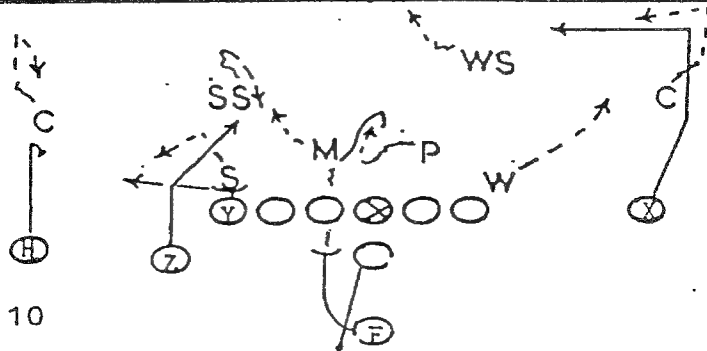
2



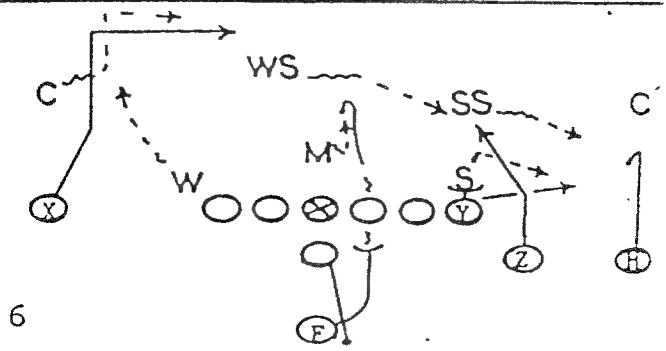
4 CORNER



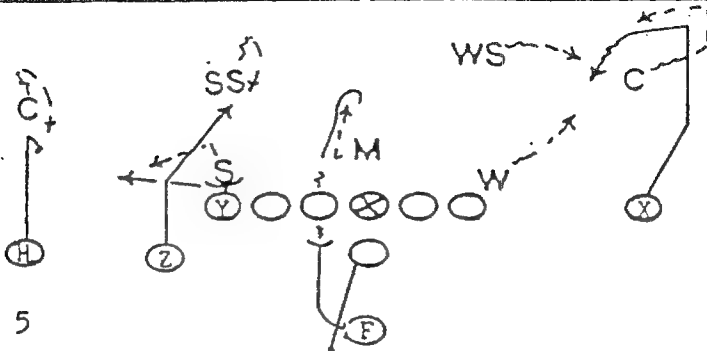
2 MAN



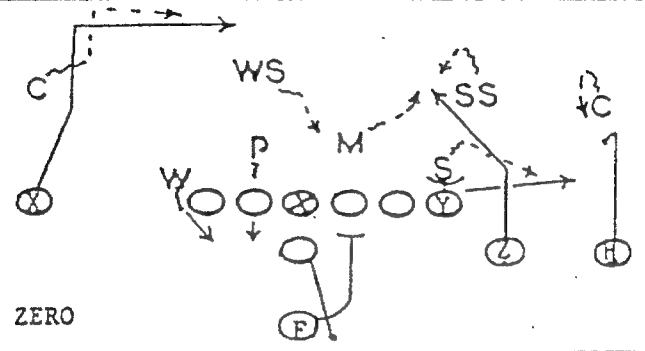
10



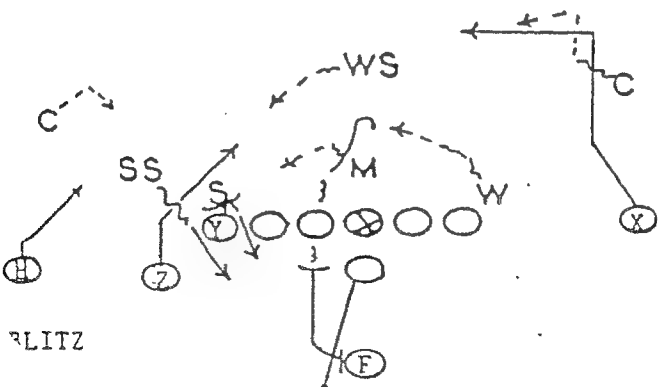
6



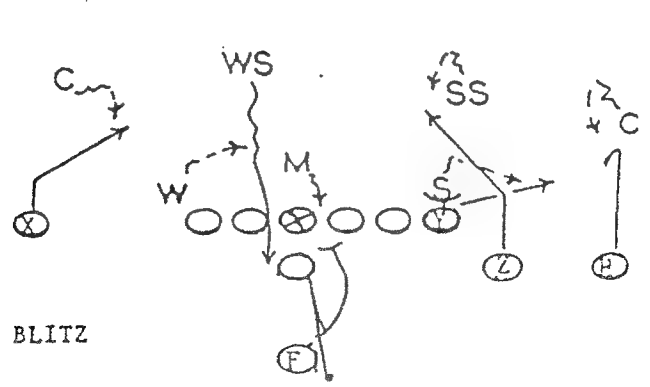
5



ZERO



BLITZ



BLITZ

360 SERIES

360 SERIES PROTECTION

(SLIDE PRINCIPLE)

I. BASIC PRINCIPLE

This 7 man protection free releases H by checking the TE and FB strong while sliding the line weak. There are no hots.

II. VERSUS 34/35/OKIE

- A. Y checks the end man on L.O.S. and scans for safety (alert Swoop).
- B. FB checks Mike and scans for safety strongside.
- C. Line slides weak and is responsible for both DE's, noseman, Peg and Wanda. Sift weakside safety blitz. NOTE: Strong tackle, apply slow block principle and be alert for Swoop.
- D. Blitz adjustments: For all receivers it takes one DB plus one LB to your side. (Takes one plus)

III. VERSUS 43

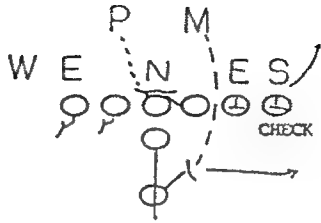
- A. Y checks the end man on L.O.S. and scans for safety (alert Swoop).
- B. FB checks Mike and scans for safety strongside.
- C. Line is responsible for both DE's, both DT's, and Wanda. Sift the weakside safety blitz. NOTE: Strong tackle apply slow block principles and be alert for Swoop.
- D. Blitz adjustments: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

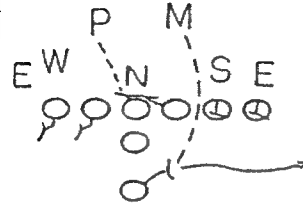
- A. Nickel - 42 & 33 (total 6)
 - 1. Y has most dangerous DB from inside out (alert Swoop).
 - 2. FB has Bob and scans for DB's.
 - 3. Uncovered assignment:
 - a) 42 = Carol plus sift weakside DB.
 - b) 33 = Jean, Carol and sift weakside DB.
 - 4. Blitz adjustments vs. 42:
 - a) Strong receiver = takes two DB's. (Takes two)
 - b) Weak receiver = takes one DB. (Takes one)
 - 5. Blitz adjustments vs. 33:
 - a) Strong receiver = takes two DB's. (Takes two)
 - b) Weak receiver = takes one DB plus the OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. TE has most dangerous strongside DB from inside out (alert Swoop)
 - 2. FB has most dangerous weakside DB from inside out.
 - 3. Line has Don (Dan & Deb vs. 32) NOTE: No sift.
 - 4. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)

34 FRONTS

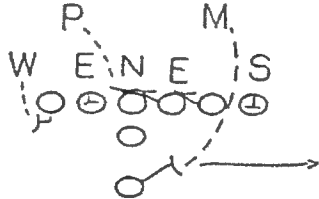
34



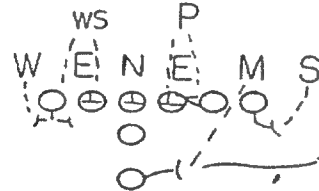
34 DOUBLE WIDE



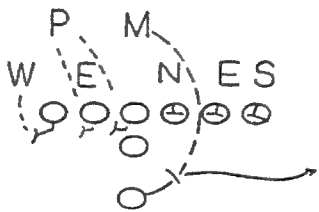
34 DOUBLE EAGLE



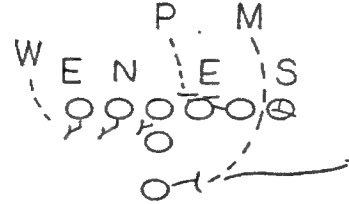
34 BEAR



34 PLUS

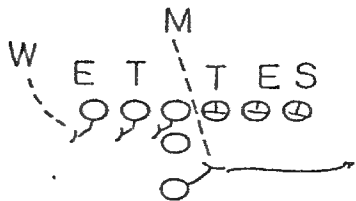


34 MINUS

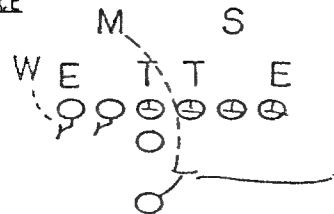


43 FRONTS

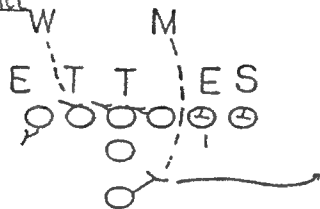
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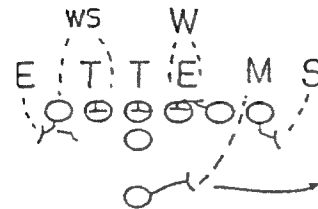
43 OVER REPLACE



43 UNDER REPLACE

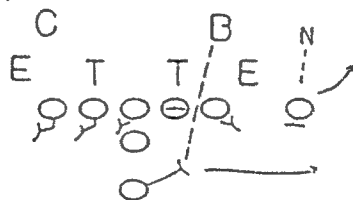


43 BEAR

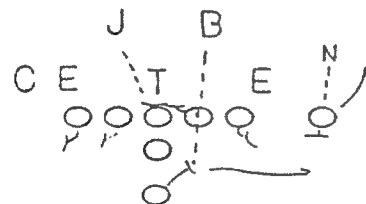


NICKEL FRONTS

42

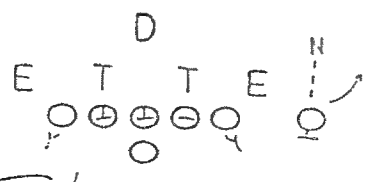


33

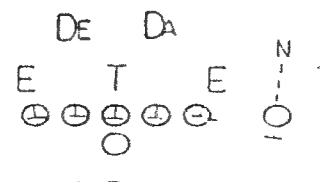


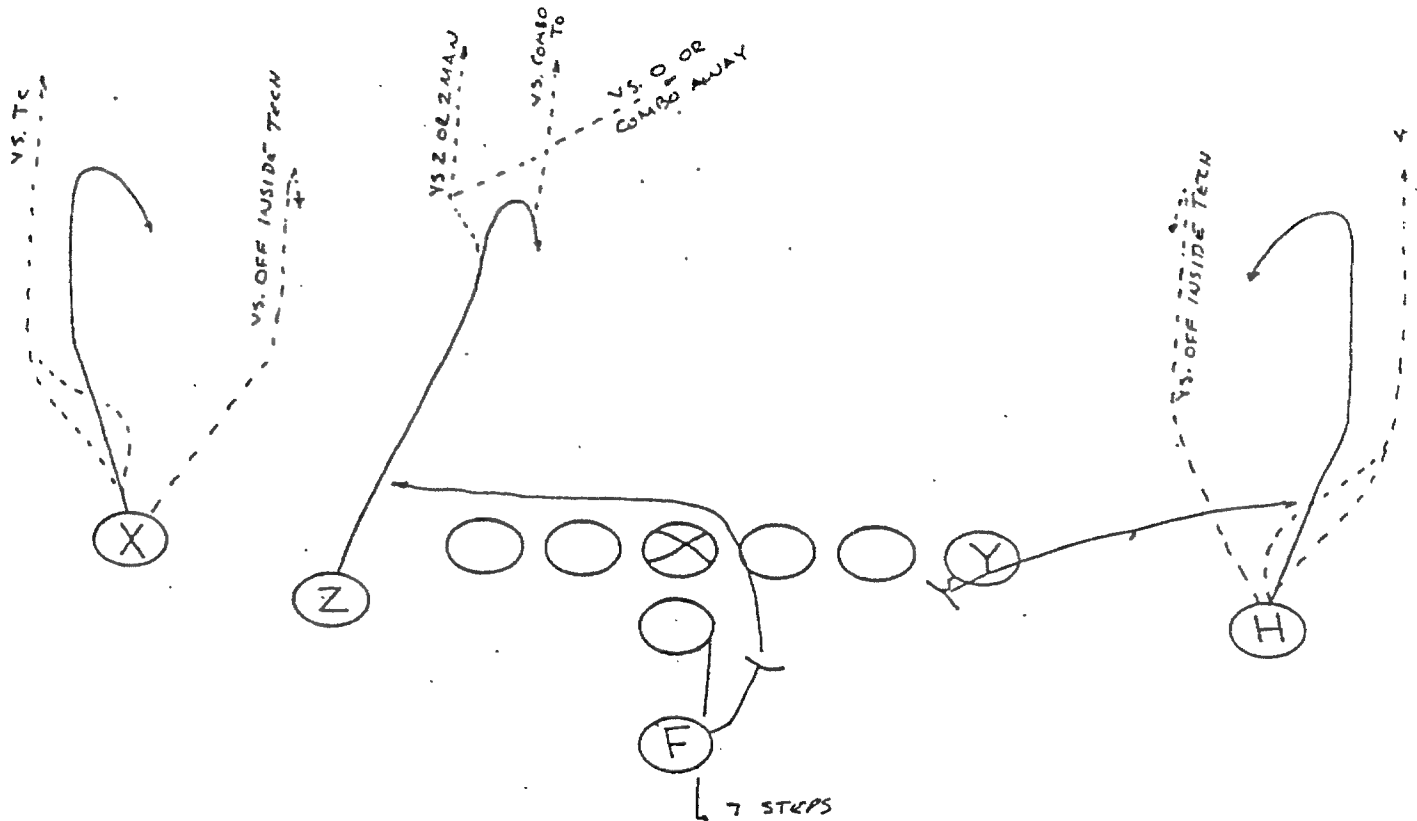
DIME FRONTS

41



32





QB

Key middle for rotation. Work inside out opposite the rotation. Versus Cover 2 or 2 Man work from middle to X to flare control. Versus safety blitz, work to sight adjustment side.

X

Run 6 cut (Hook). Run Streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Check, run Drag.

Z

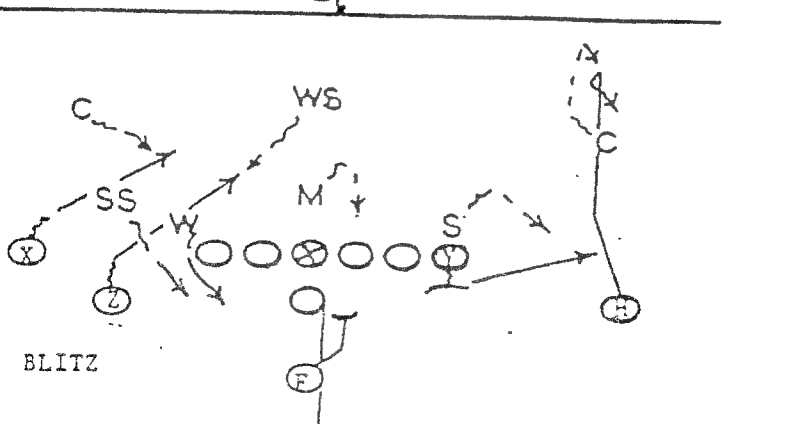
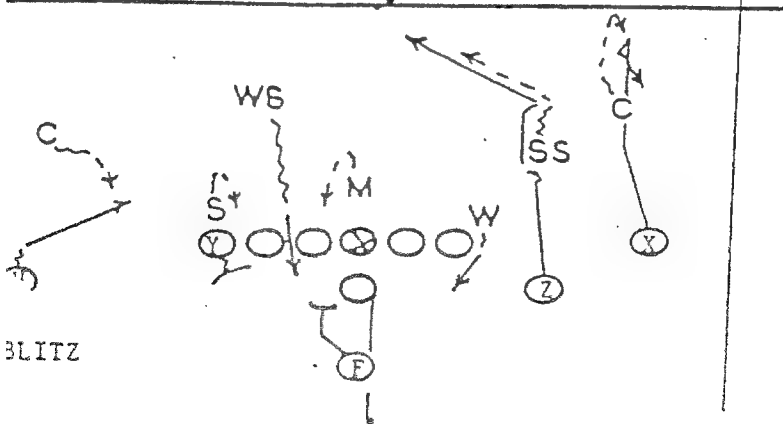
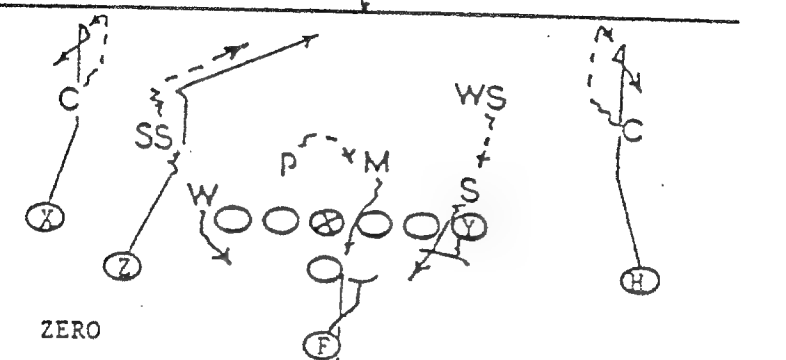
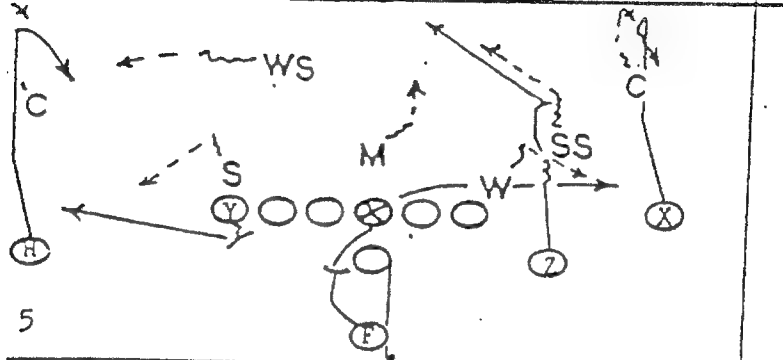
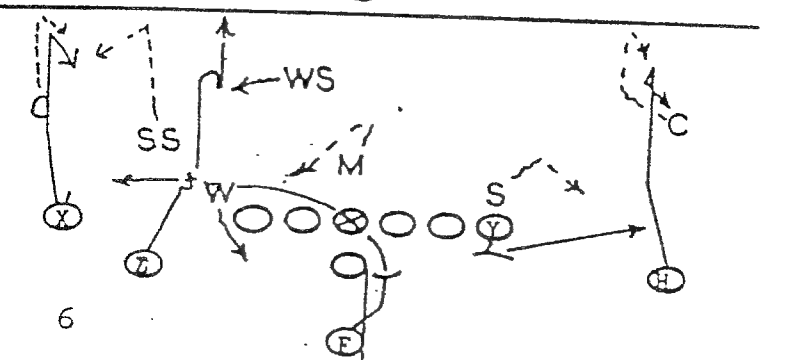
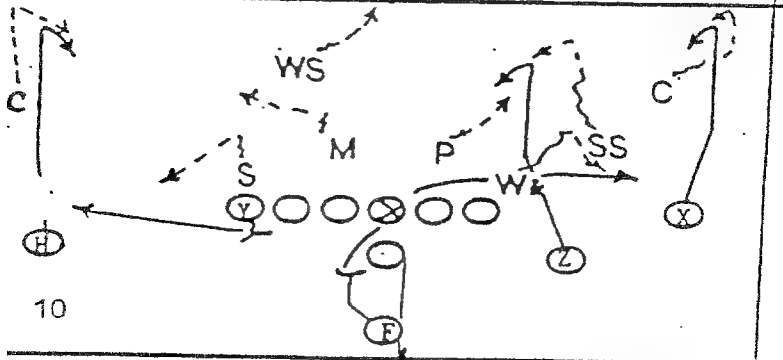
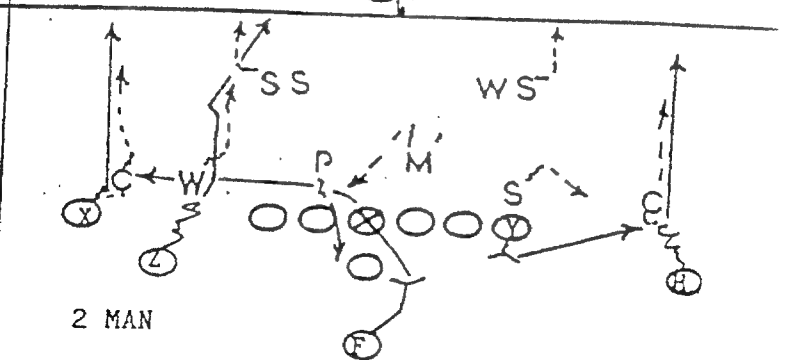
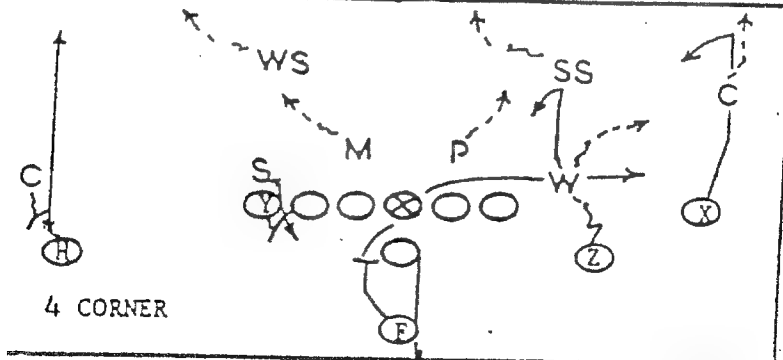
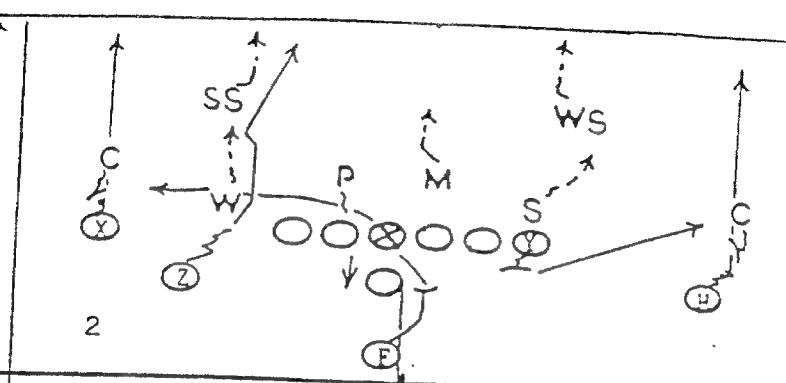
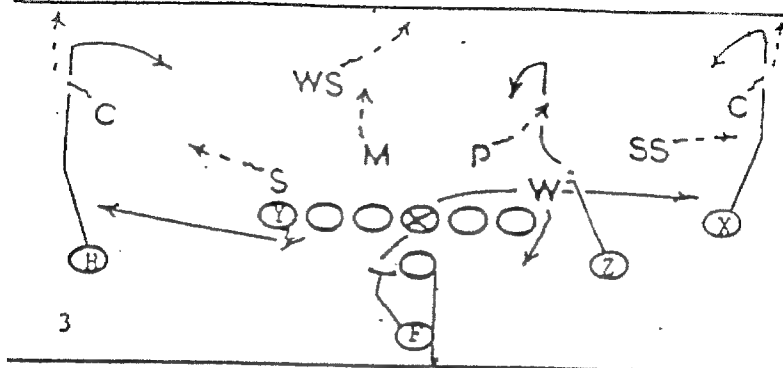
Run middle read. Versus safety blitz your side, run safety blitz sight adjustment.

H

Run 6 cut (Hook). Run Streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

F

Check, run Sneak backside.



4-70 SERIES

470 SERIES PROTECTION

I. BASIC PRINCIPLE

This 6 man protection free releases four receivers (X, Y, Z, H) and utilizes 6 men to protect. Throw hot to Y strongside only when Mike and Sam both dog versus a 34 or when Sam dogs versus a 43.

II. VERSUS 34/35/OKIE: MAGGIE OR TROLLY STRONG

- A. Strong T blocks man on sift DB's. Vs. Eagle-Trolly (possible Even call vs. plus).
- B. Strong G, when uncovered, dual read Mike and Sam (Maggie). Scan for DB strongside and block most dangerous man inside out. Call Strong T down when bubble is threatened by two LB/DB's.
- C. Strong G when covered by down lineman, apply 43 rules (blocks man on) (possible Even or Tuff call).
- D. F and weakside line apply REGULAR protection rules.
 - 1. F check Wanda. Line blocks big on big.
 - 2. Apply Eagle adjustment when appropriate.
- E. Tight End - Hot off a Sam and Mike dog (couple). Hot off Sam on Tuff or Even call.
- F. Blitz adjustment: For all receivers it takes a DB and one LB to your side. (Takes one plus)

III. VERSUS 43

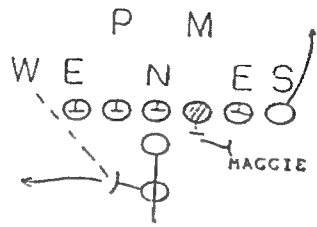
- A. No dual read by Strong G; Strong T blocks man on with sift most dangerous man. Regular protection by rest of line. F checks Wanda.
- B. Tight End - hot off Sam dog.
- C. Blitz adjustment: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES - NO HOT READS

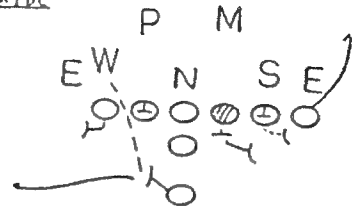
- A. Nickel - 42 & 33 (total 6)
 - 1. F has Carol and scan for DB's.
 - 2. Uncovered assignment:
 - a) 33 = Jean & Bob, plus sift for strongside DB's.
 - b) 42 = Bob plus sift for strongside DB's.
 - 3. Blitz adjustment vs. 42: For all receivers it takes one DB to blitz. (Takes one)
 - 4. Blitz adjustments vs. 33: For all receivers it takes one DB plus the OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. F scans for most dangerous DB from inside out weakside.
 - 2. Uncovered assignment:
 - a) 32 = Deb and Dan plus sift for strongside DB's.
 - b) 41 = Don plus sift for strongside DB's.
 - 3. Blitz adjustments vs. 41:
 - a) Weak receiver - it takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB. (Takes one)
 - 4. Blitz adjustments vs. 32:
 - a) Weak Receiver - it takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB plus one OLB. (Takes one plus OLB)

34 FRONTS

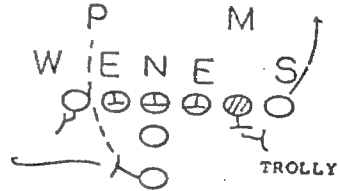
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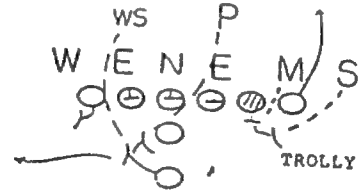
34 DOUBLE WIDE



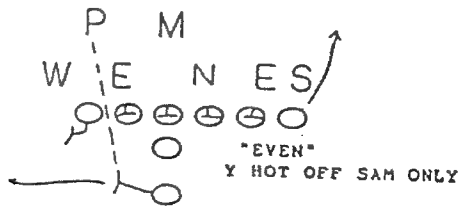
34 DOUBLE EAGLE



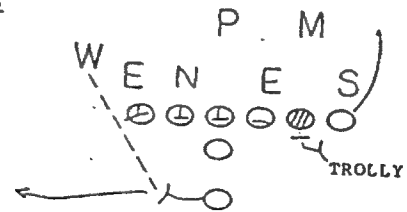
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

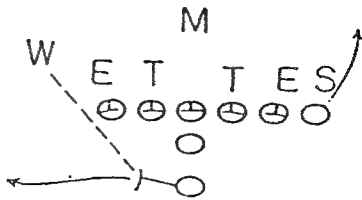


34 MINUS

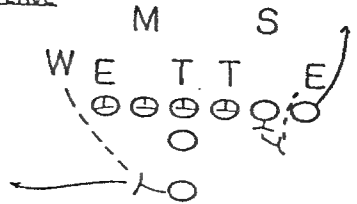


43 FRONTS

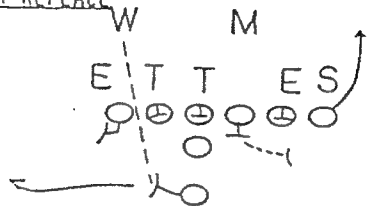
43



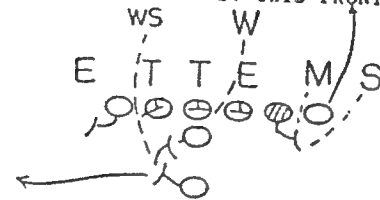
43 OVER REPLACE



43 UNDER REPLACE

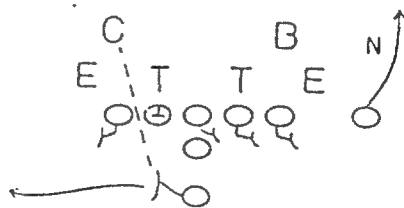


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

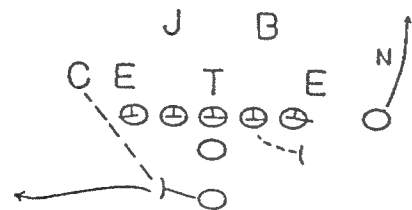


NICKEL FRONTS

42

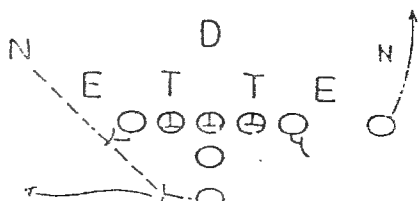


33

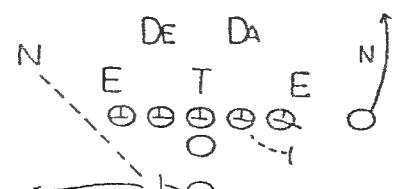


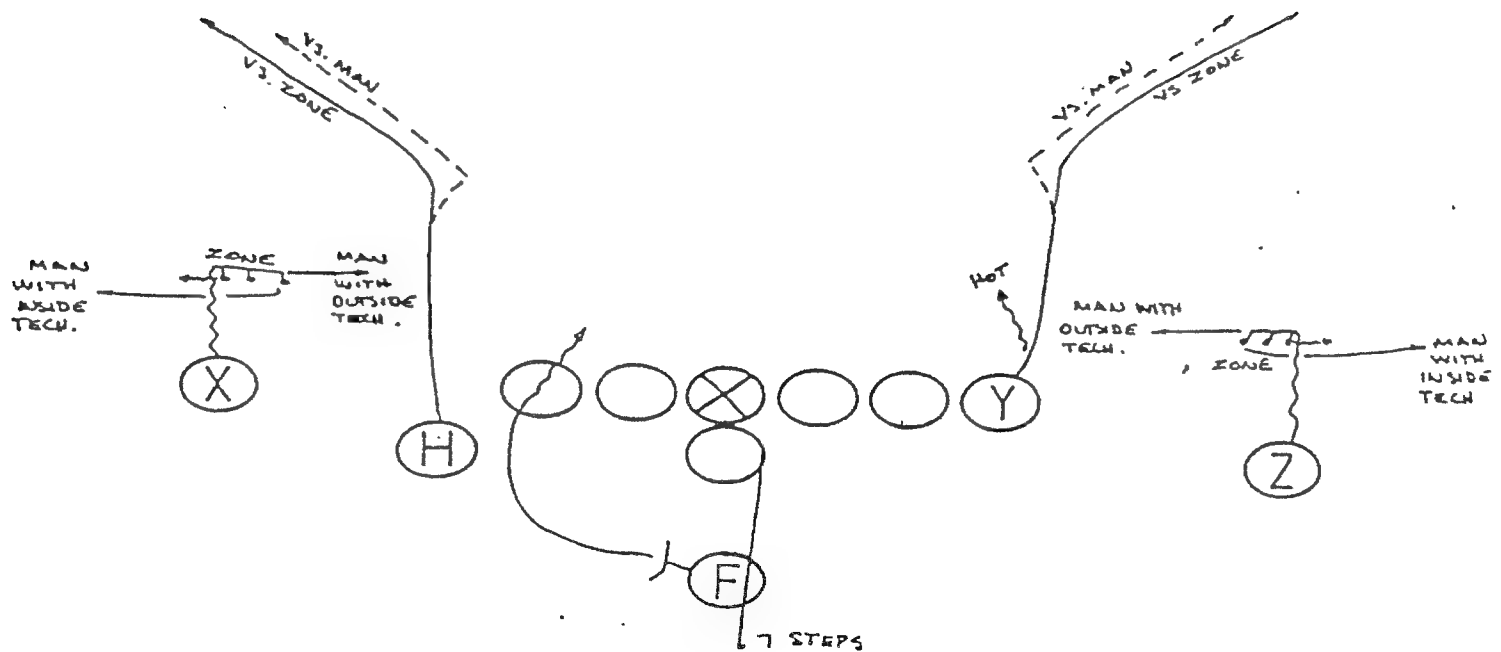
DIME FRONTS

41



32



QB

Key coverage for rotation. Work side away from rotation first, then back to other side. Versus balanced coverages (2 or 2 Man), fielders choice. Possible Hot to TE versus double strong side LB dog versus 34 or Sam Dog vs. 43. Versus safety blitz, work to sight adjustment side.

X

Run a Smash.

Versus a safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Possible Hot versus double linebacker dog to the strong side of 34 or Sam dog versus 43.

Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Smash.

Versus safety blitz your side, run safety blitz sight adjustment.

H

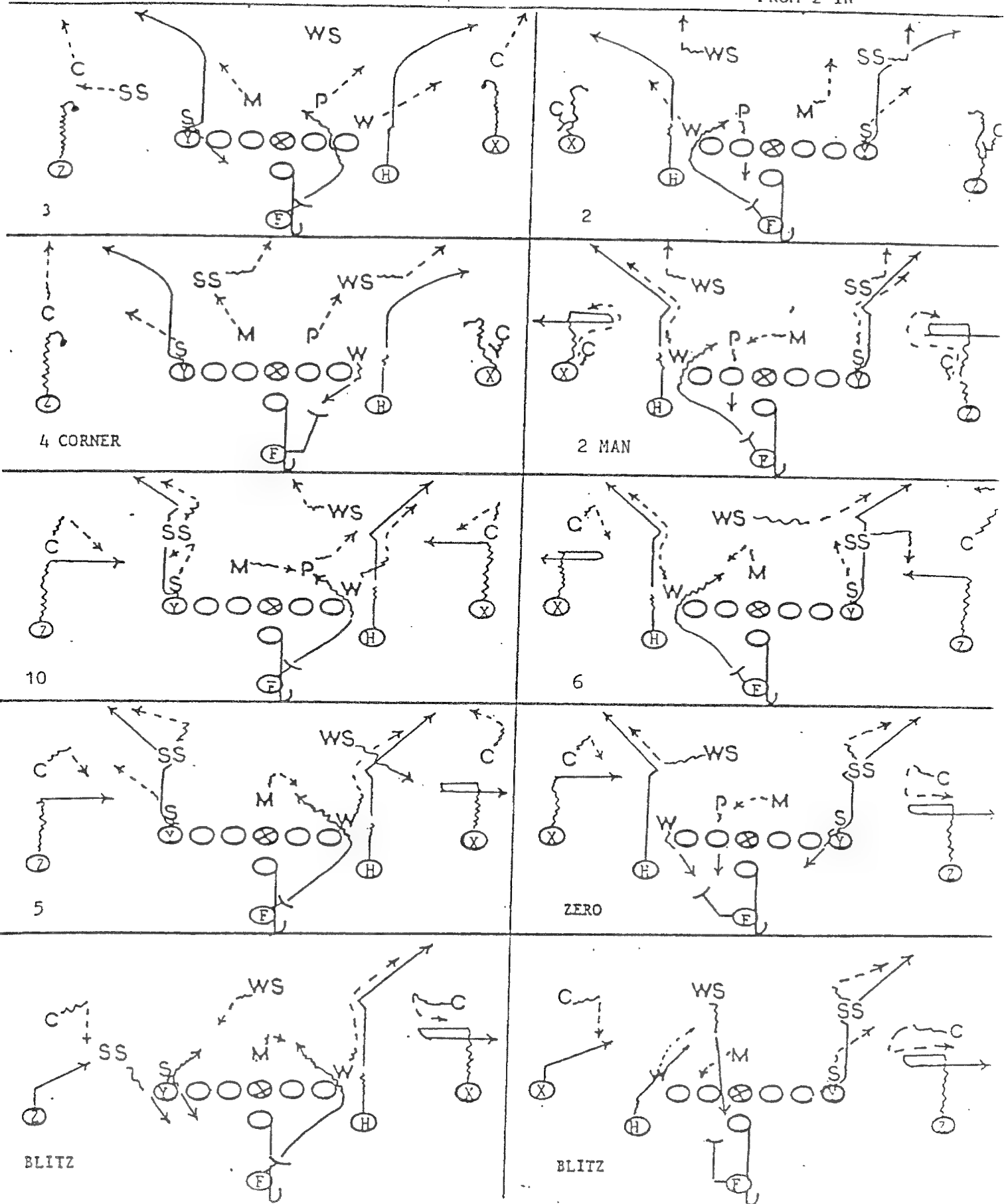
Run Bench.

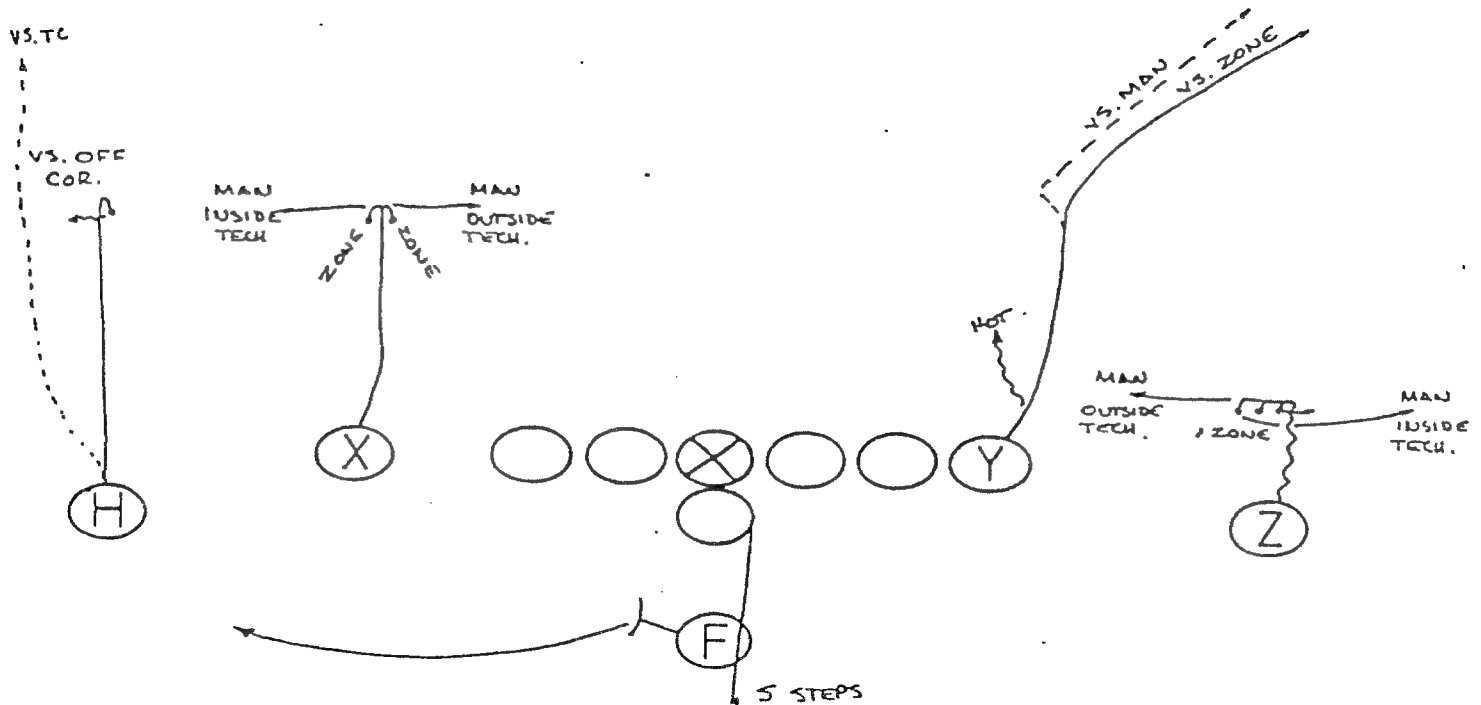
F

Check, run delay.

FROM 3 IN

FROM 2 IN





QB

Progression read. Priority list. Work option side going from Hinge to Option, then to Smash side. Possible Hot to TE versus a double LB dog to the TE side of 34 or sam dog to the strong side versus 43. Versus safety blitz, work to sight adjustment side.

X

Run Option. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Possible Hot versus double LB dog to your side versus 34 or sam dog versus 43. Versus safety blitz your side, run safety blitz sight adjustment.

Z

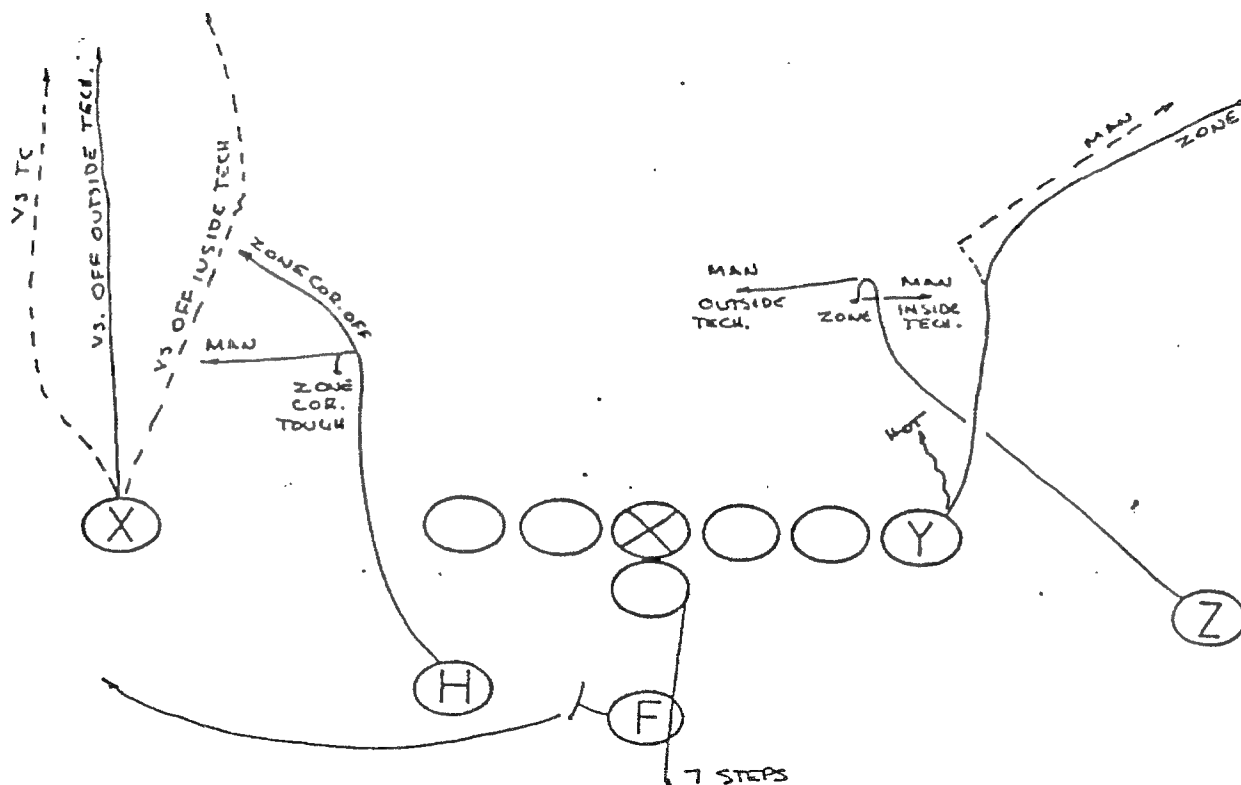
Run Smash. Versus safety blitz your side, run safety blitz sight adjustment.

H

Run Hinge. Fade streak versus any tough corner.

F

Check. Run wide.



QB

Progression read. Priority list. Work corner side first, then back to choice side. Possible Hot to TE versus a double LB dog to the strong side versus 34 or sam dog versus 43. Versus safety blitz, work to sight adjustment side.

X

Run Go. Must fade to Go versus any tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench. Possible Hot versus double LB dog your side versus 34 or sam dog versus 43. Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Choice. Versus safety blitz your side, run safety blitz sight adjustment.

H

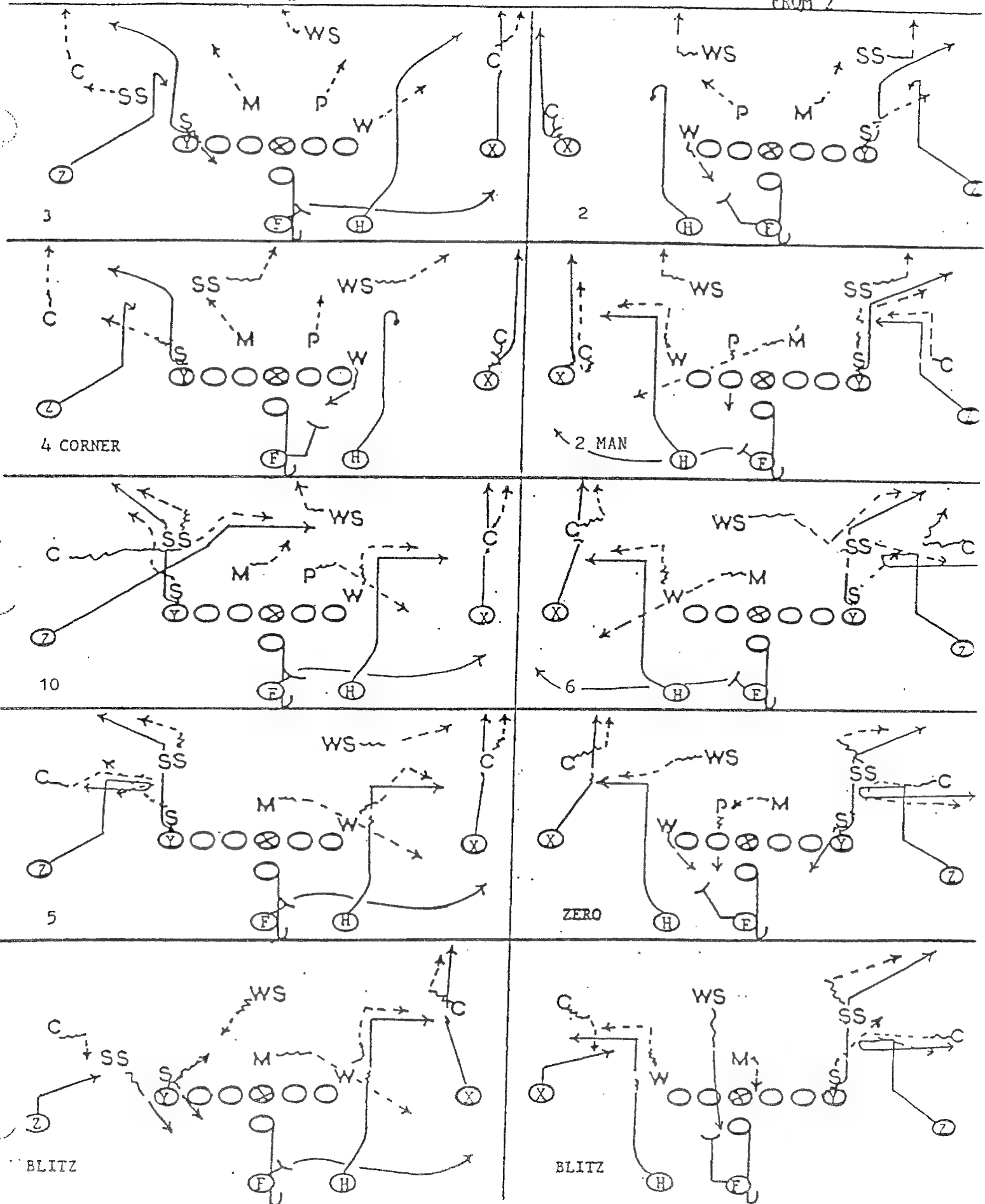
Run Corner.

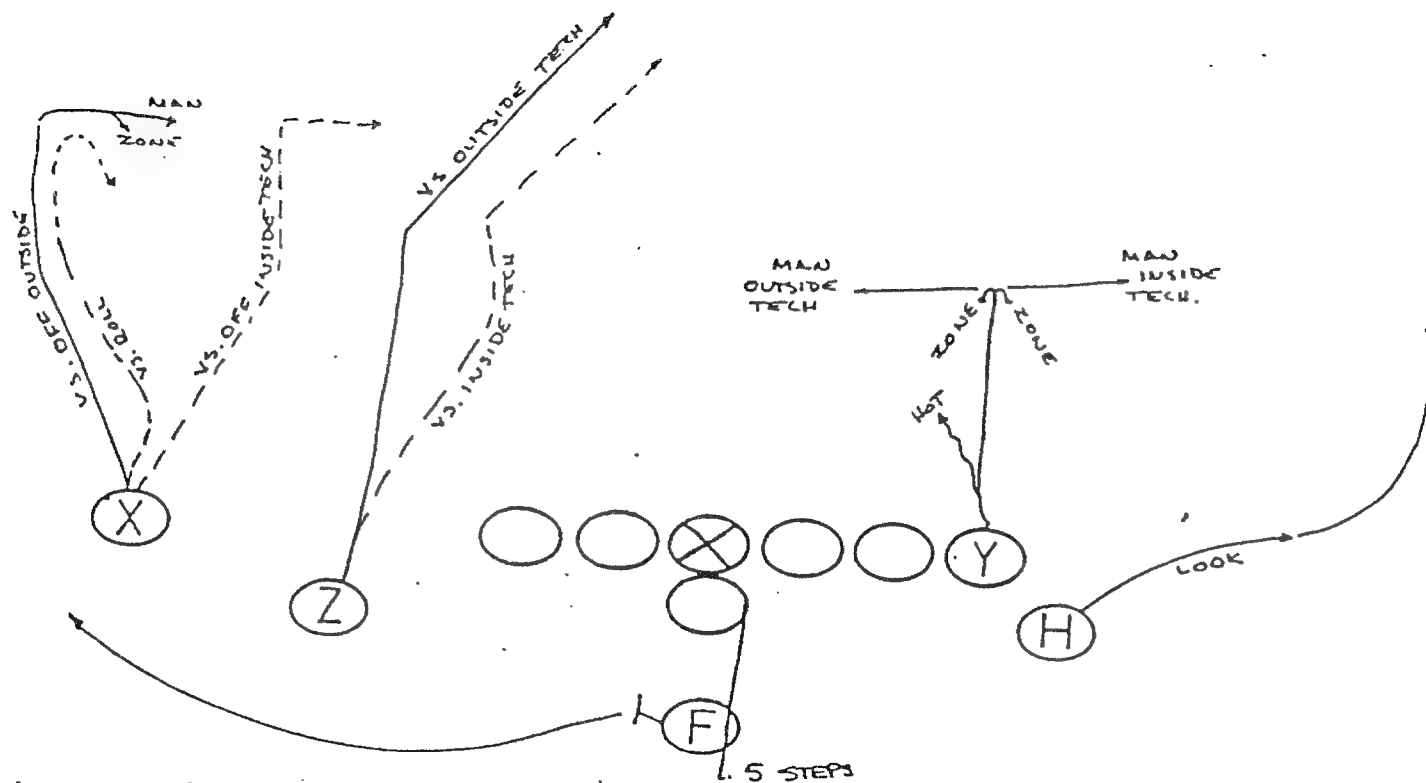
F

Check, run wide.

FROM 3

FROM 2





QB

Progression read. Work option side first giving H a quick look in flat. Work back to cross side, then to F. Possible throw to Z versus coverages with no deep safety help. Possible Hot to TE versus double LB dog strong side versus 34 front or Sam dog versus 43. Versus safety blitz, work to sight adjustment side.

X

Run Cross.

Versus safety blitz your side, run safety blitz sight adjustment.

Run Option. Possible Hot versus double LB dog strong versus 34 or sam dog versus 43. Versus safety blitz, run safety blitz sight adjustment.

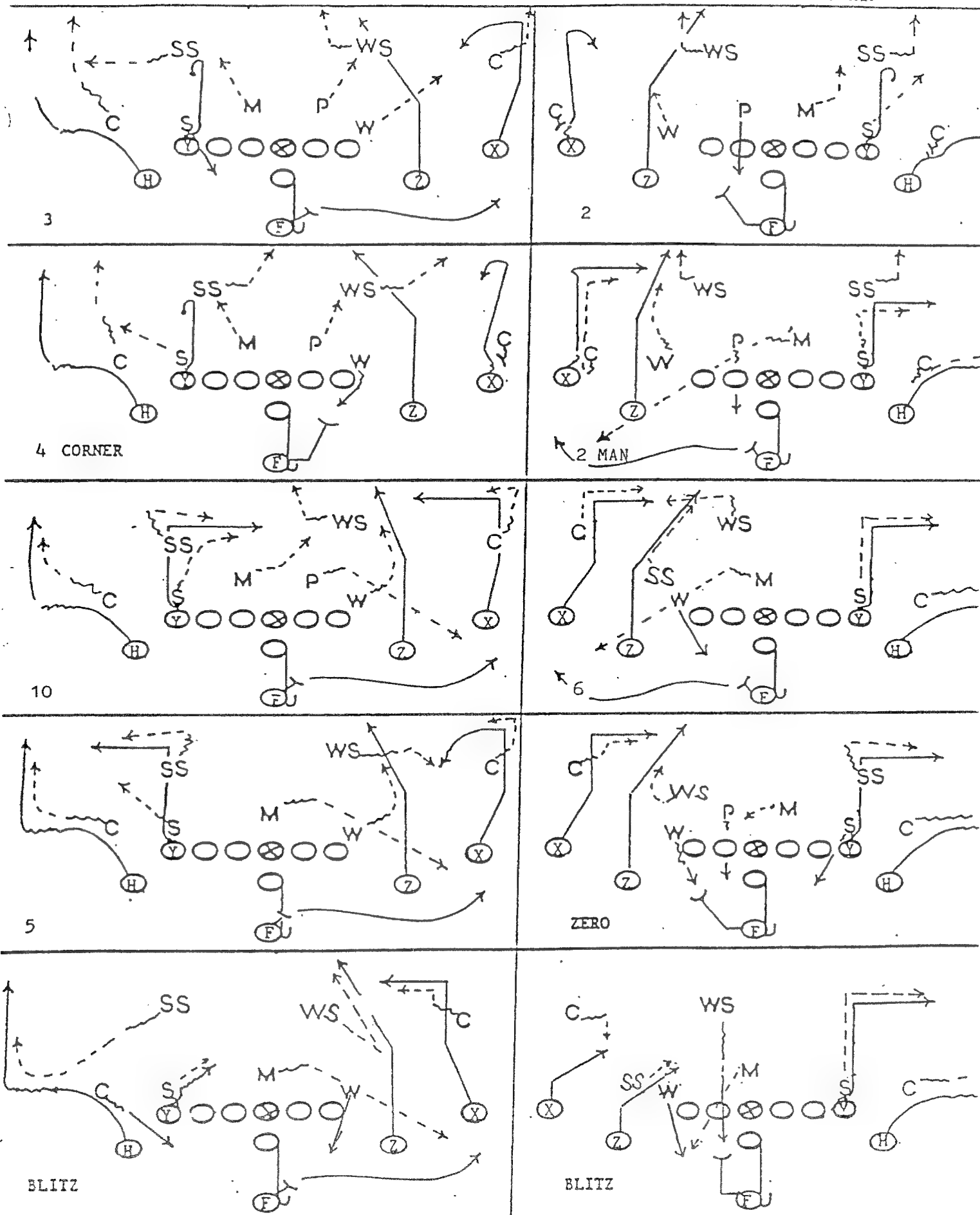
Run Post. Work to clear middle third versus outside technique and work to get open versus inside technique. Versus safety blitz your side, run safety blitz sight adjustment.

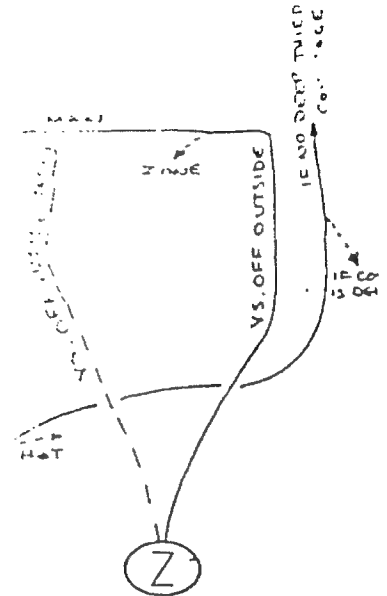
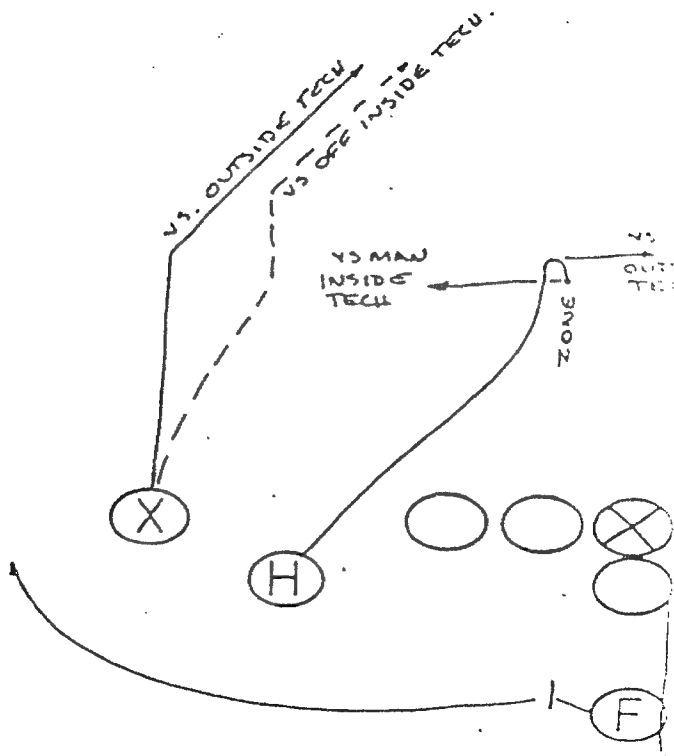
Run Swing. Look for quick throw on flat portion of your route.

Check, run wide.

FROM 3 FLIP HIP

FROM 2 FLIP HIP



QB

Progression read. Possible Hot to TE versus
or sam dog to strong side versus 43. Work fr
to X on coverages with no deep safety help.
Versus safety blitz, work to sight adjustment

Run Post. Clear middle versus outside technique.
Versus safety blitz your side, run safety blitz

Y

Run Swing. Break to outside at 15 yards if
Hot versus double LB dog to your side versus
Because your back is turned, look for Hot the
Versus safety blitz, look for quick throw in

Z

Run Cross.
Versus safety blitz your side, run safety blitz

H

Run Choice.

Fr

Check. Run wide.

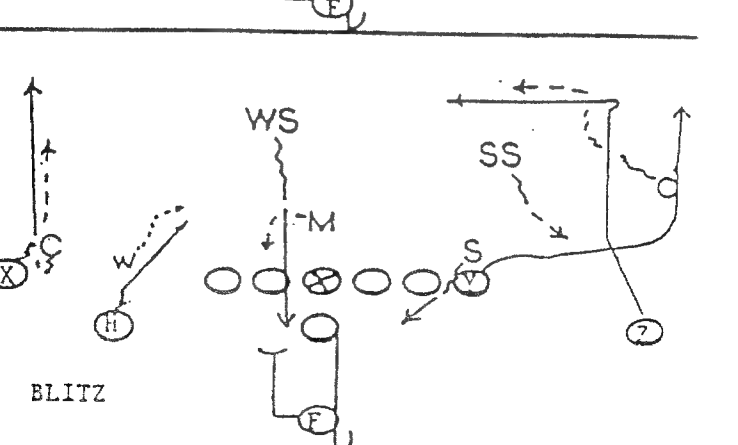
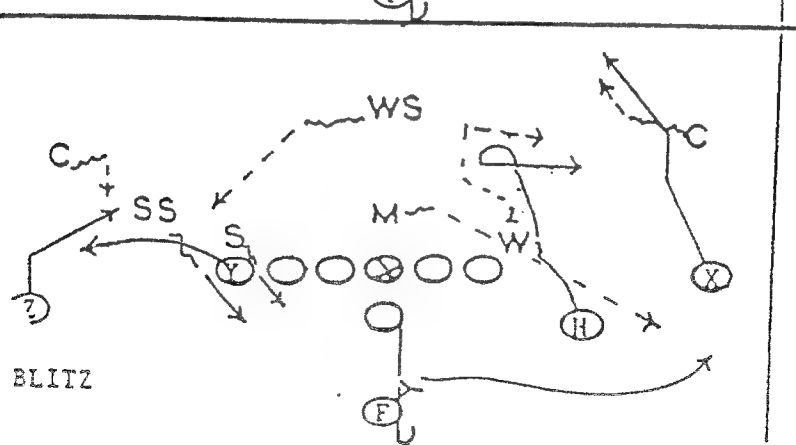
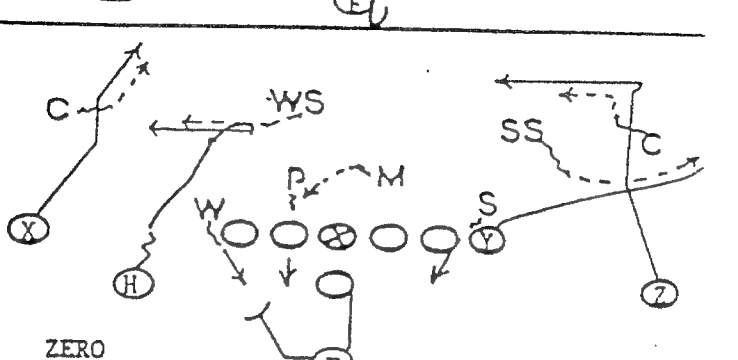
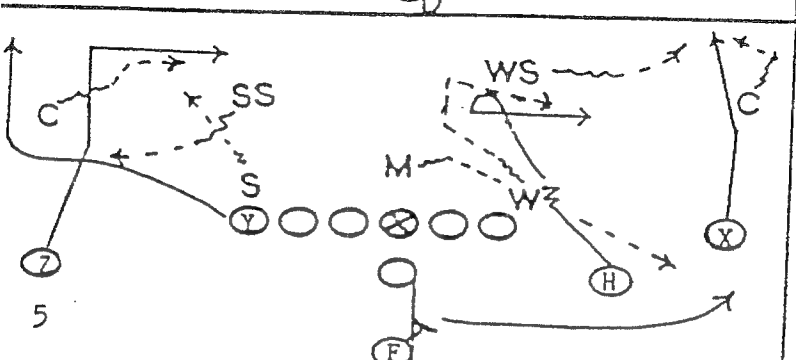
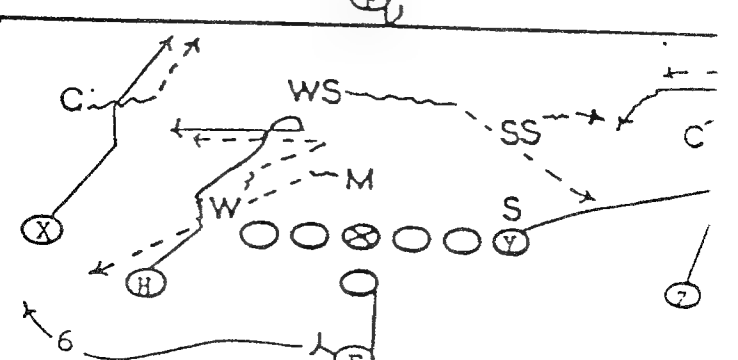
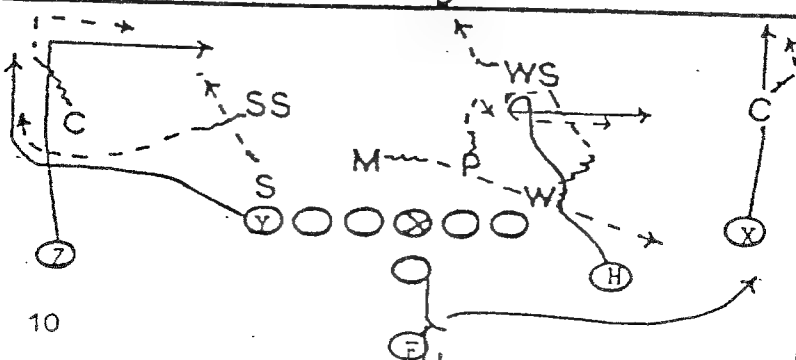
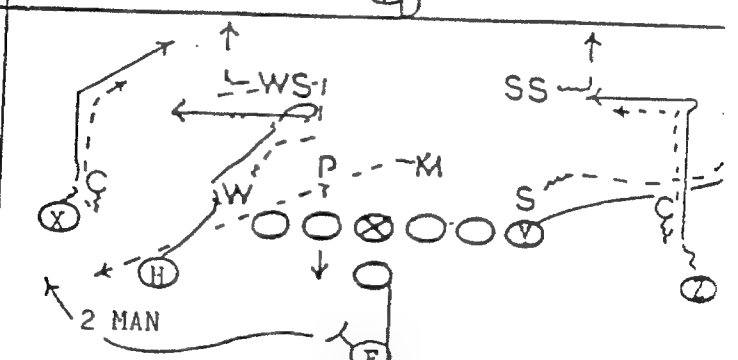
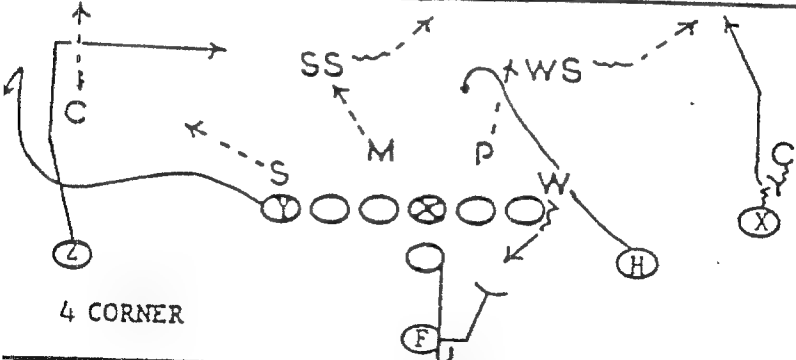
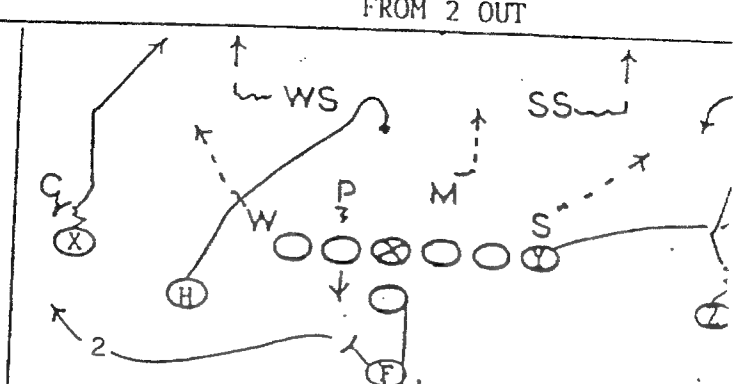
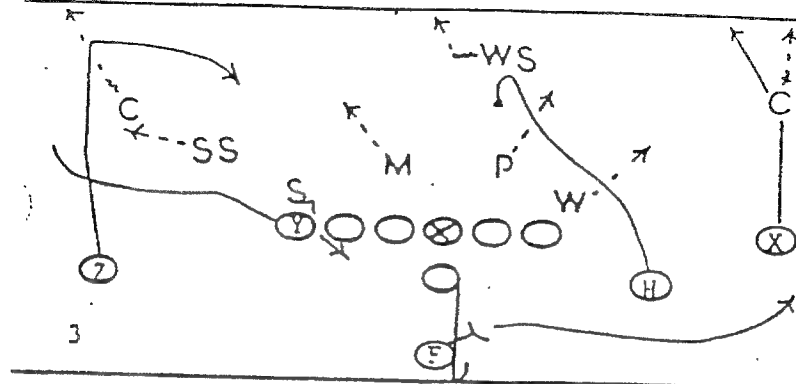
side of 34,
Possible throw

versus inside

red. Possible
ile of 43.
of swing.

FROM 3 OUT

FROM 2 OUT



600 SERIES

600 SERIES PLAY ACTION PROTECTION

I. BASIC PRINCIPLE

This is a 6 man play action protection where the lead back scats and the ball carrier dual reads the onside ILB and OLB. The line slides away.

II. VERSUS 34/35/OKIE

- A. The ball carrier fakes, then dual reads the onside ILB and OLB scanning for an onside DB blitz.
- B. The lead back scat release and possible hot off OLB and ILB dog (couple).
- C. The line is responsible for both DE's, the noseman, the offside ILB and OLB - slide away from POA. Sift offside DB blitz.
- D. Blitz adjustments: For all receivers it takes one DB plus one LB. (Takes one plus)

III. VERSUS 43

- A. The ball carrier fakes, then dual reads Mike and the onside OLB scanning for an onside DB blitz.
- B. The lead back scat release and possible hot off OLB and ILB dog (couple).
- C. The line is responsible for both DT's, both DE's and the offside OLB. Sift offside DB blitz.
- D. Blitz Adjustments: For all receivers it takes one DB on your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

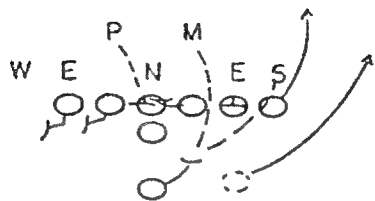
- A. Nickel - 42 & 33 (total 6)
 1. The lead back scat releases. No hot.
 2. The ball carrier has the onside OLB and scan for an onside defensive back.
 3. Uncovered assignment:
 - a) 42 = Offside OLB plus sift for offside DB's.
 - b) 33 = Jean and offside OLB plus sift for offside DB's.
 4. Blitz adjustments vs. 42: For all receivers it takes one DB. (Takes one)
 5. Blitz adjustments vs. 33: For all receivers it takes one DB plus one OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 1. The lead back scat releases. No hot.
 2. The ball carrier has the most dangerous onside DB from inside out.
 3. Uncovered assignment:
 - a) 41 = Don plus sift offside DB's.
 - b) 32 = Dan and Deb plus sift offside DB's.
 4. Blitz adjustments vs. 41:
 - a) Onside receiver - it takes two DB's. (Takes two)
 - b) Offside receiver - it takes one DB. (Takes one)
 5. Blitz adjustment vs. 32:
 - a) Onside receiver - it takes two DB's. (Takes two)
 - b) Offside receiver - it takes one DB plus one OLB. (Takes one plus OLB)

60 & 600 PLAY ACTION STRONG

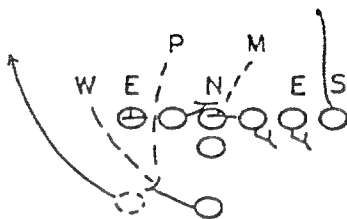
80 & 600 PLAY ACTION WEAK

4-70 / 500

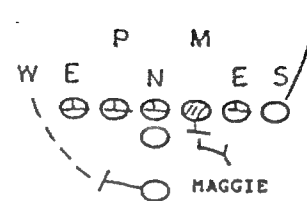
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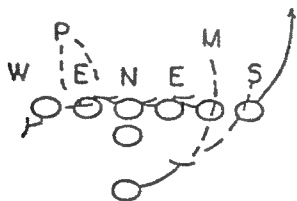
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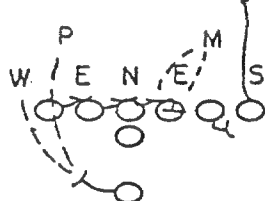
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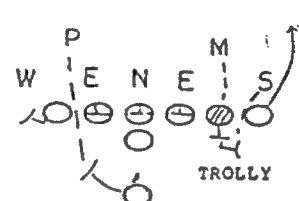
34 DBL. EAGLE



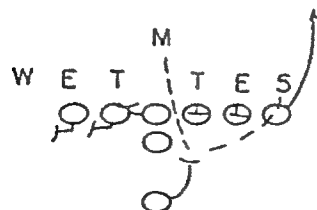
34 DBL. EAGLE



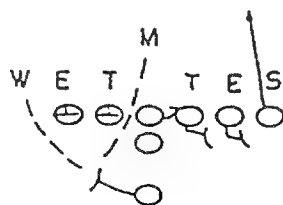
34 DBL. EAGLE



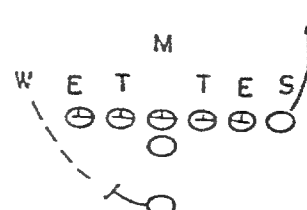
43



43

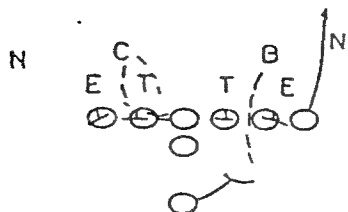


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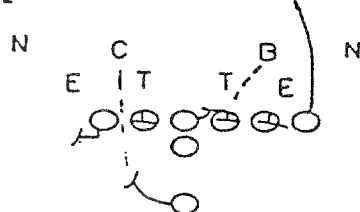


NICKEL FRONTS

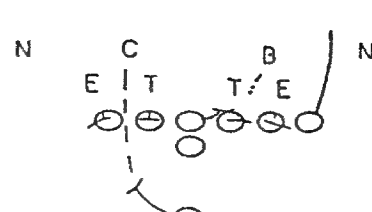
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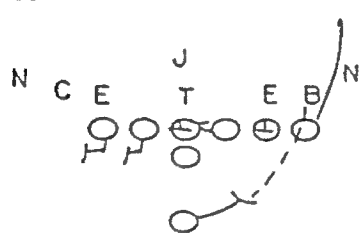
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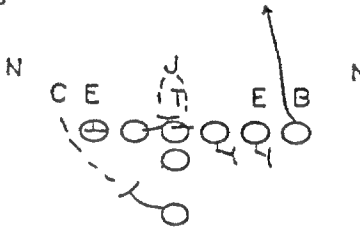
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33



33

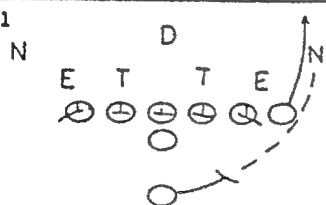


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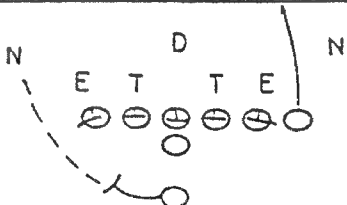


DIME FRONTS

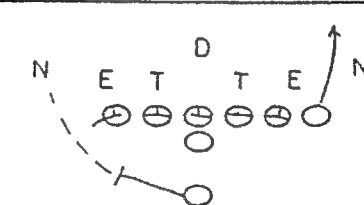
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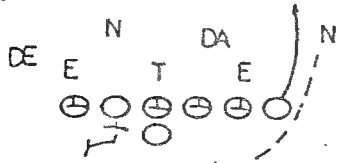
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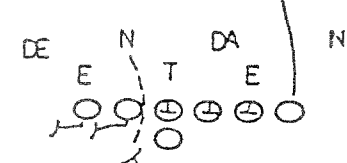
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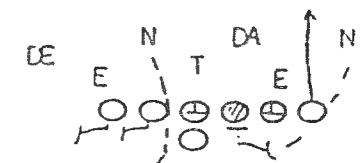
32



32



32

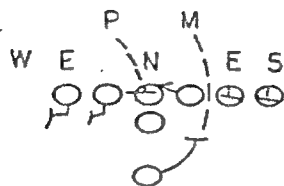


360 & 300 PLAY ACTION

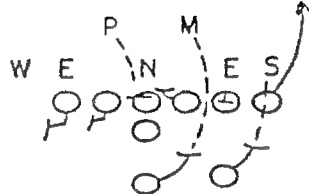
260 & 200 PLAY ACTION STRONG

280 & 200 PLAY ACTION WEAK

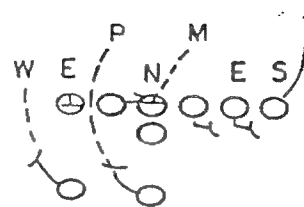
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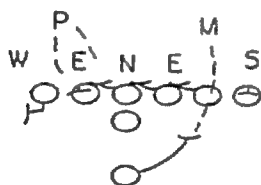
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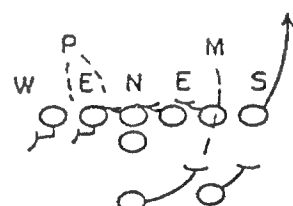
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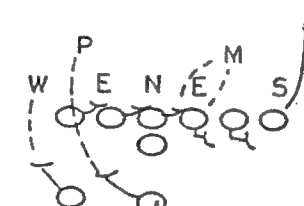
34 DBL. EAGLE



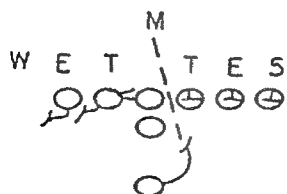
34 DBL. EAGLE



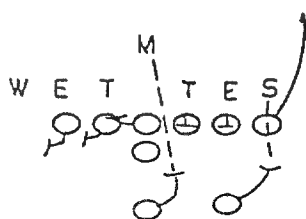
34 DBL. EAGLE



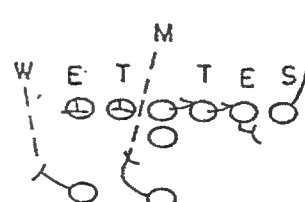
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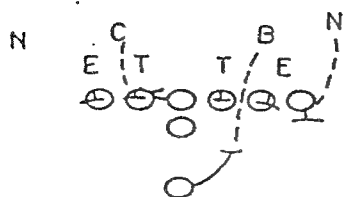


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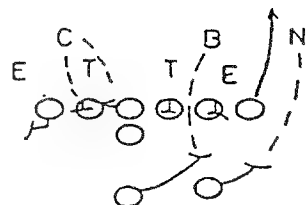


NICKEL FRONTS

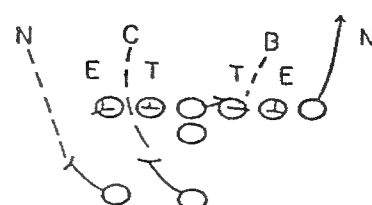
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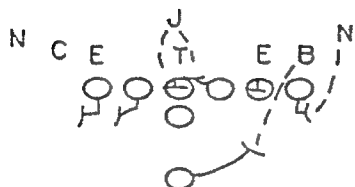
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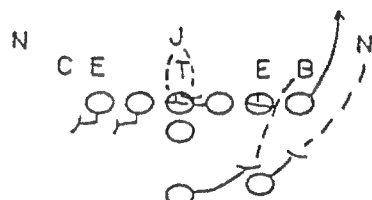
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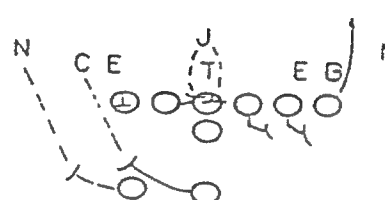
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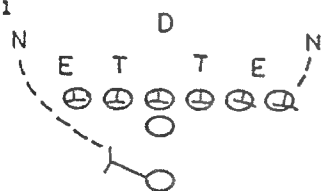


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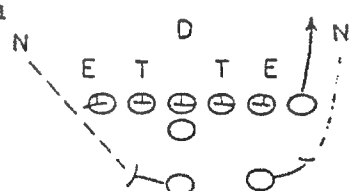


DIME FRONTS

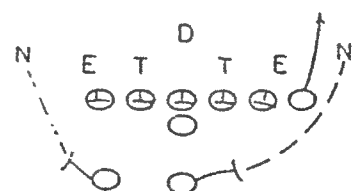
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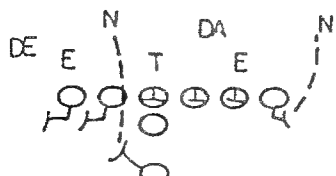
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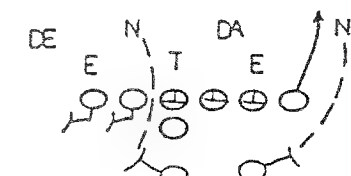
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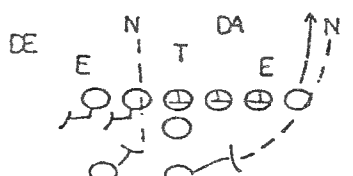
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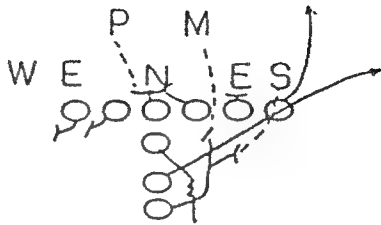


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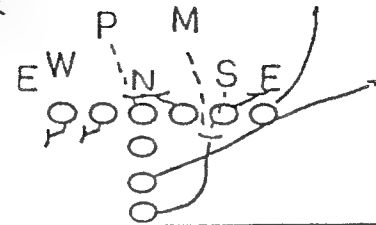


34 FRONTS

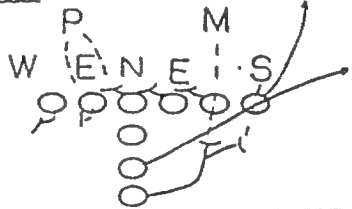
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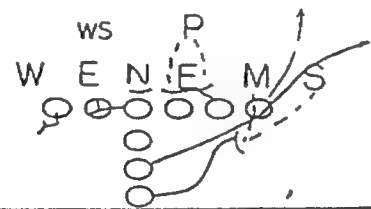
34 DOUBLE WIDE



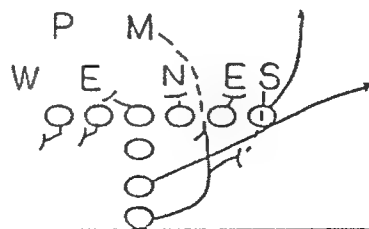
34 DOUBLE EAGLE



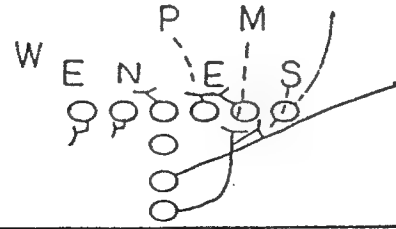
34 BEAR



34 PLUS

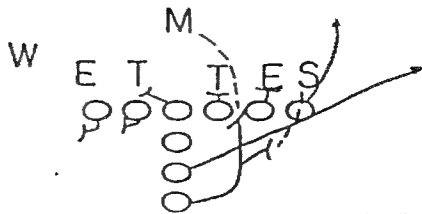


34 MINUS

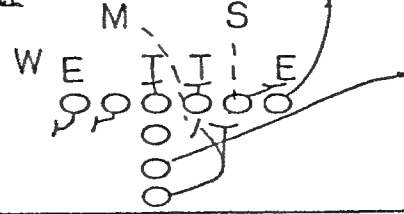


43 FRONTS

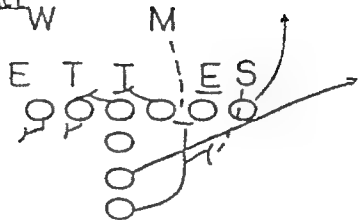
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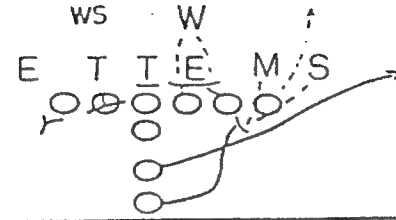
43 OVER REPLACE (CHECK GAME PLAN VS. THIS FRONT)



43 UNDER REPLACE

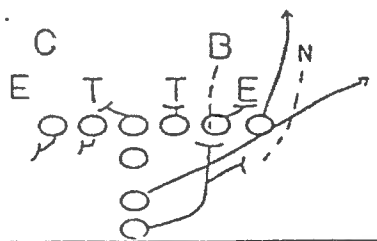


43 BEAR

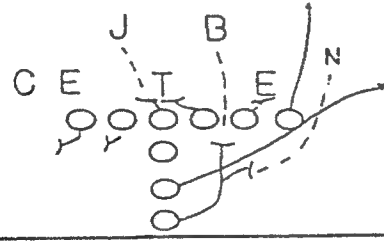


NICKEL FRONTS

42

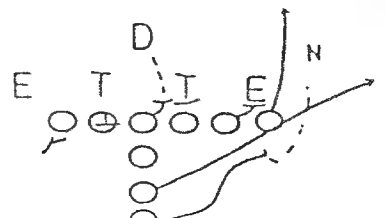


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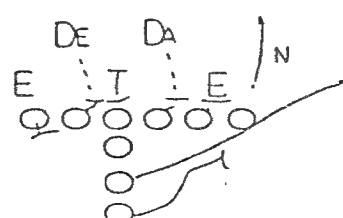


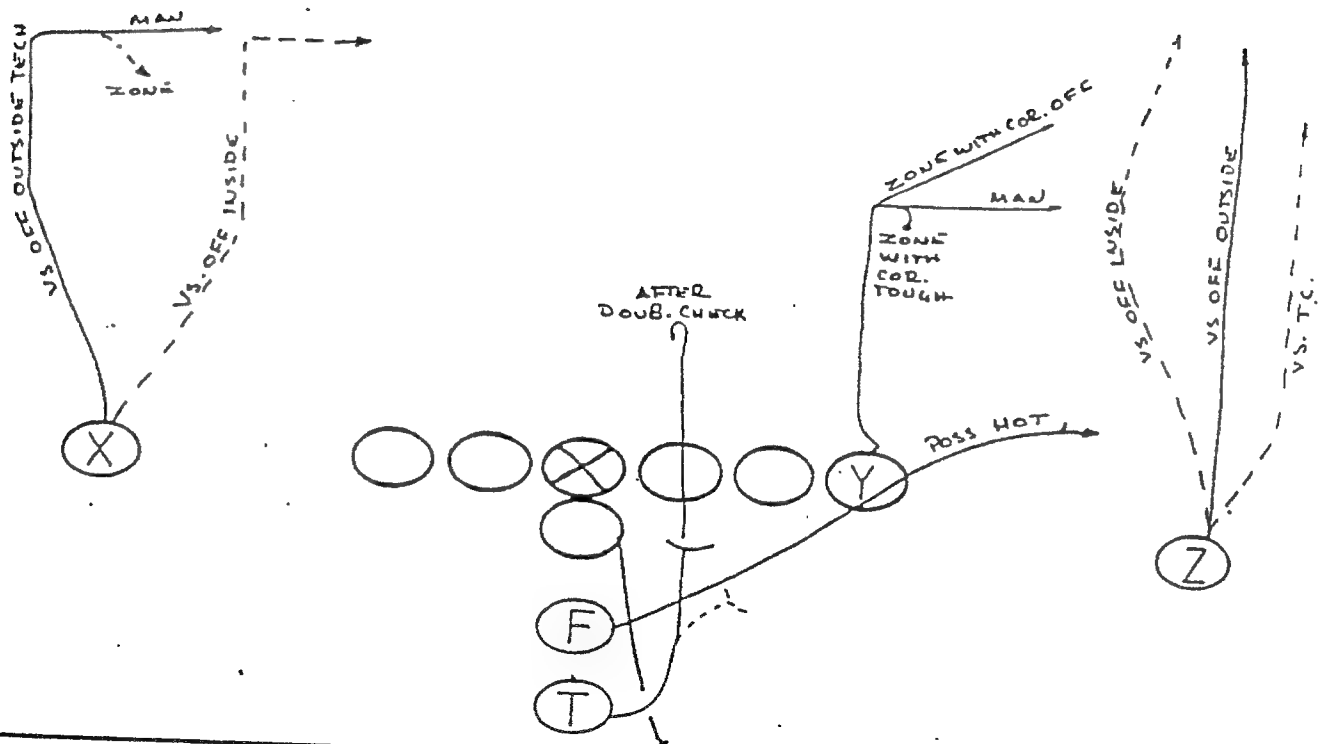
DIME FRONTS

41



32





DB

Fake 26. Seven step drop. Possible Hot to F versus double LB dog versus 7 man fronts. Progression read. Work from F to Y to back side. Possible throw to Z versus inside technique or Bump with no help. Versus safety blitz, abandon fake and work to sight adjustment side. Also possible throw to FB versus safety blitz.

un cross (backside rule). Versus safety blitz your side, run safety blitz sight adjustment.

in corner. Versus safety blitz your side, run safety blitz sight adjustment.

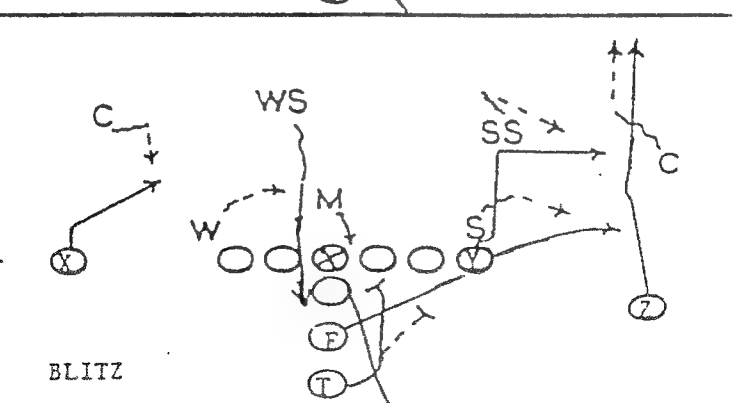
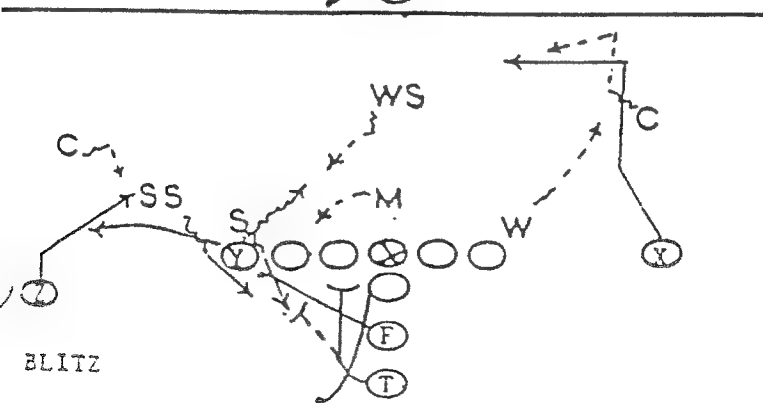
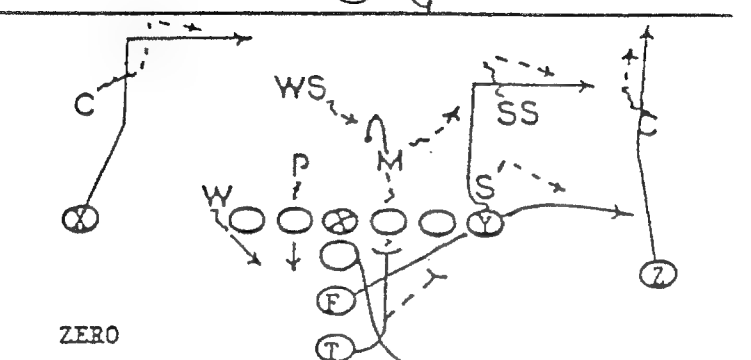
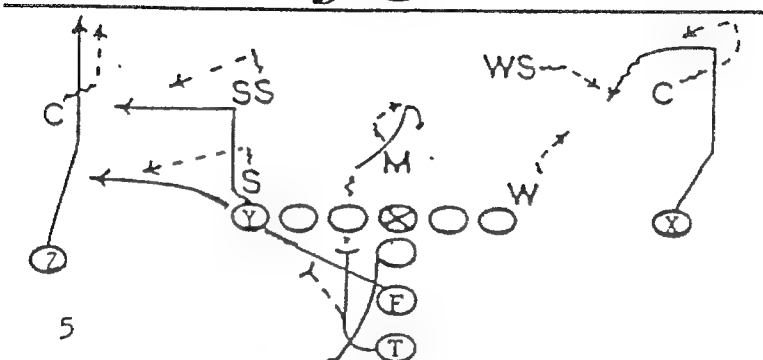
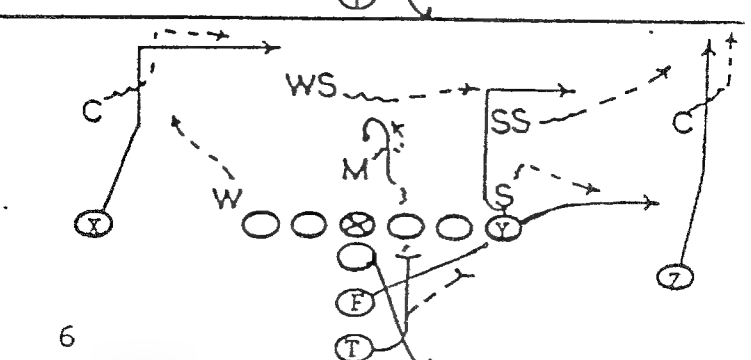
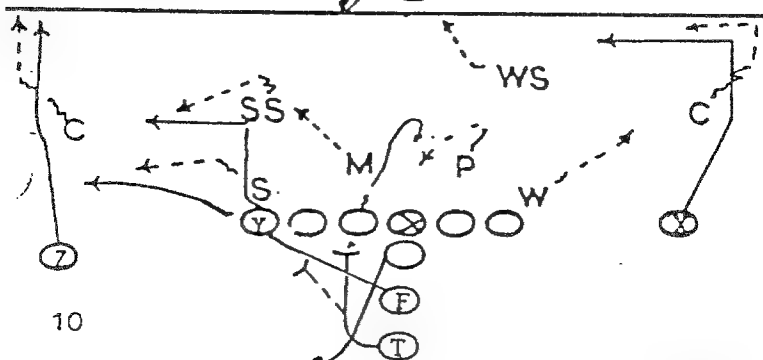
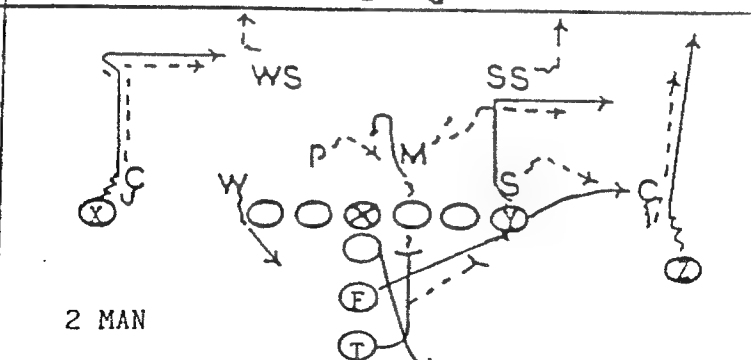
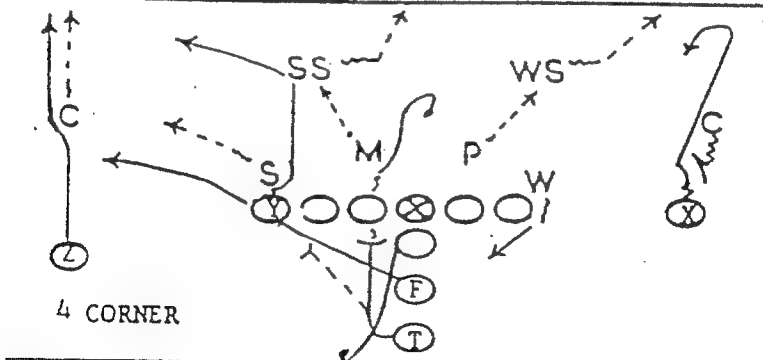
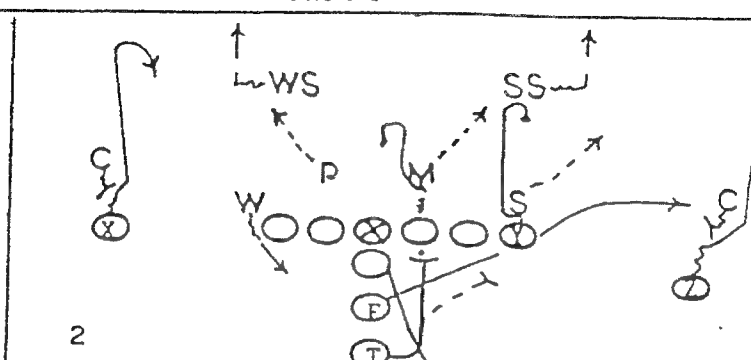
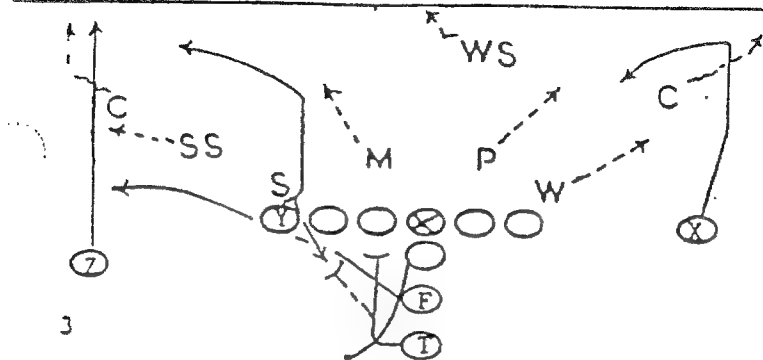
n Go. Fade to Go versus tough corner. rsus safety blitz your side, run safety blitz sight adjustment.

(T) Fake 26. Double check first two backers to fake side versus seven man fronts. (200 "F SCAT" Rule)

t to flat. Possible Hot versus double LB dog to play side.

FROM 1

FROM 0



REGULAR SCREENS

SCREENS

I. BASIC PRINCIPLE: 50 SCR. TO H, 70 SCR. TO F, 470 SCR. TO Y

These passes offer two alternatives: a downfield throw and a Screen. The QB will throw to the designated screen man when the onside OLB dogs ("hot") or the downfield throw is covered. The protection series is used for the backfield flow only. There is no Molly. The line and offside back (or Y with 70 SCR TO F) block regular protection rules.

II. LINEMEN: NO MOLLY

A. Block regular protection rules.

B. Techniques: timing is two counts.

1. Onside tackle -- sift and "soften up" on the rusher. (possible chop)
2. Onside G always releases. Be alert if you become the second man out (vs. even look).
3. C and offside G - apply uncovered rule: between the two the man who becomes uncovered releases and the other stays in to protect.
4. Linemen in the screen: think wide and block the boundary. However, never block the corner.
 - a) First man hook OLB unless he dogs, then hook ILB (be aware of safety support when OLB dogs).
 - b) Second man release downfield at onside TE area and hook next most dangerous man.

III. BACKS AND TIGHT END

A. Offside back or T.E. on 70 SCREEN TO F block regular protection rules.

B. Screen receiver: release to landmark and read OLB dog for possible hot. (Vs. 34 Eagle - takes a "couple")

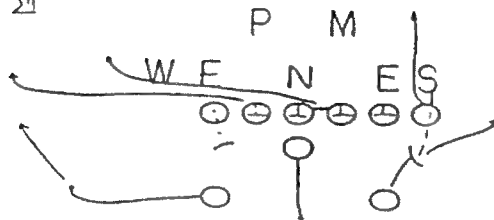
1. When no dog, think wide after catch. Stretch the defense and set the lead lineman's block.
2. When OLB dogs, set up block on ILB (think downhill).
3. Versus 43 - read corner roll up and set up block on OLB and cutback.

IV. BLITZ ADJUSTMENT

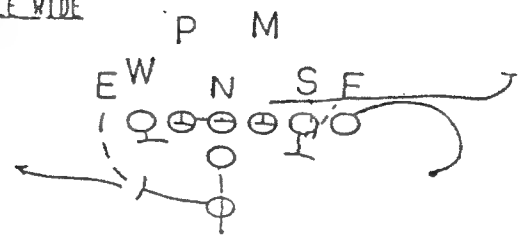
By protection and defensive configuration.

34 FRONTS

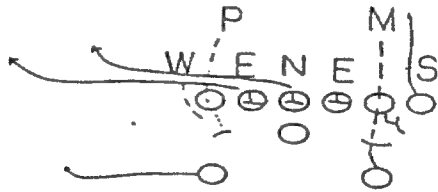
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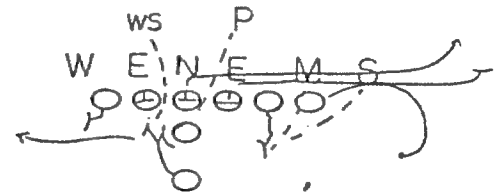
34 DOUBLE WIDE



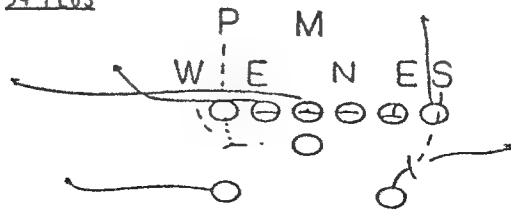
34 DOUBLE EAGLE



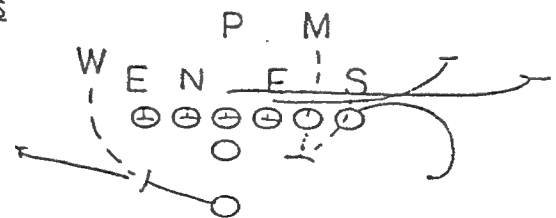
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

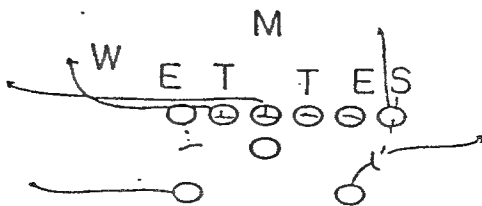


34 MINUS

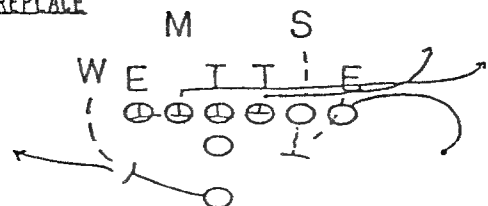


43 FRONTS

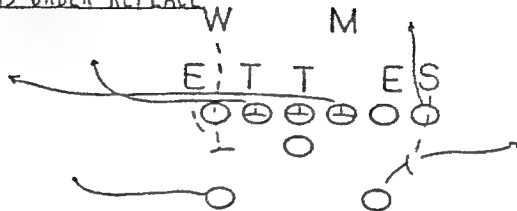
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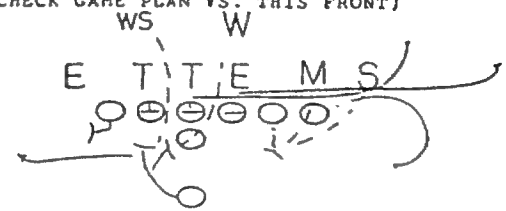
43 OVER REPLACE



43 UNDER REPLACE

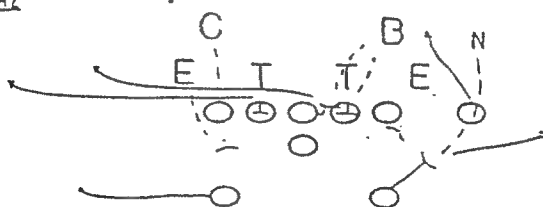


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

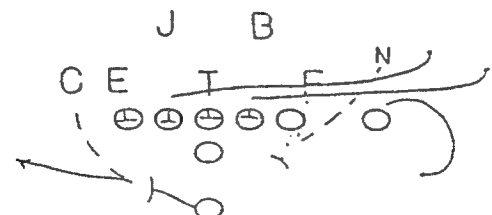


NICKEL FRONTS

42

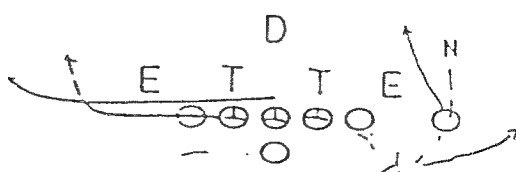


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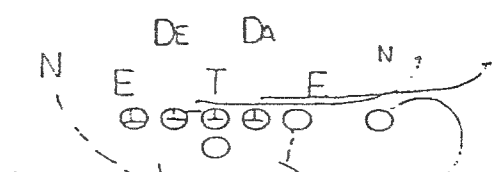


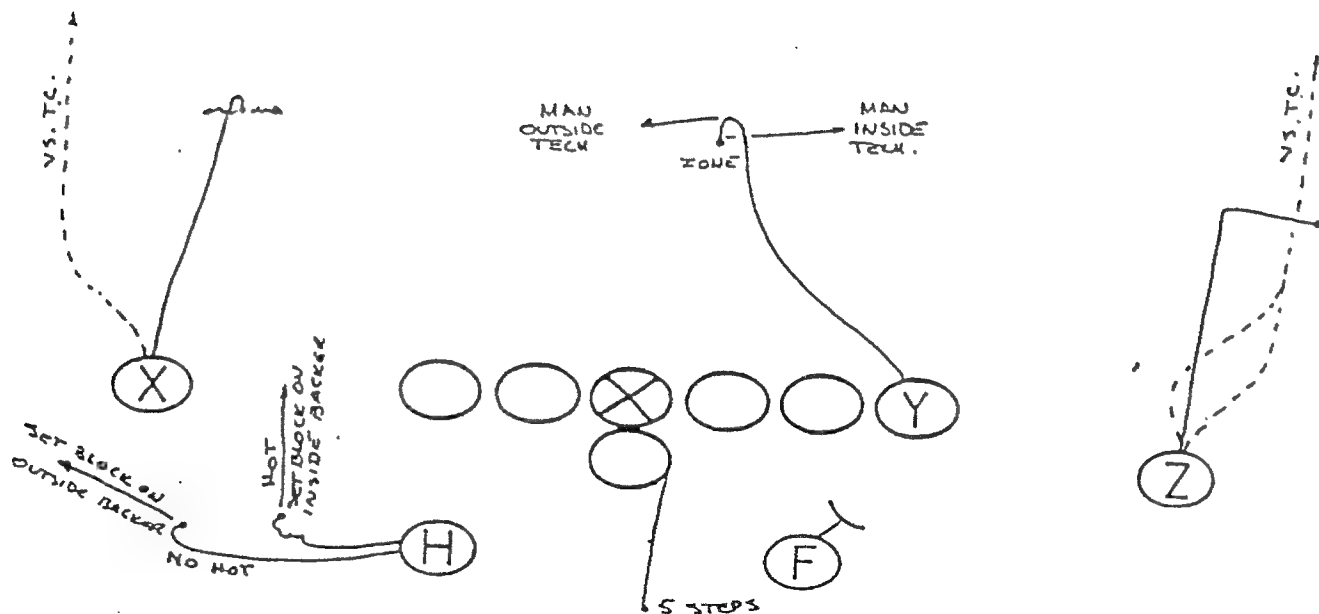
DIME FRONTS

41



32





5 Step Drop. Work from pivot by X to H off of underneath coverage. Possible throw to H if weak outside LB dogs from seven man fronts. Possible throw to Z versus definite weak coverages and soft coverage on Z. TE is possible scramble throw if time permits. Versus safety blitz, work to safety blitz sight adjustment.

Run Pivot. Fade to streak vs tough corner. Screen alignment (ball middle of field = 1 yard outside of numbers. Move with ball as ball is moved from center of field). Reception spot is three yards inside of alignment position. If ball is thrown to screen, block corner if you have run pivot or safety if you have in fade adjustment. Safety blitz rules apply.

In Choice. Versus safety blitz your side, run safety blitz sight adjustment.

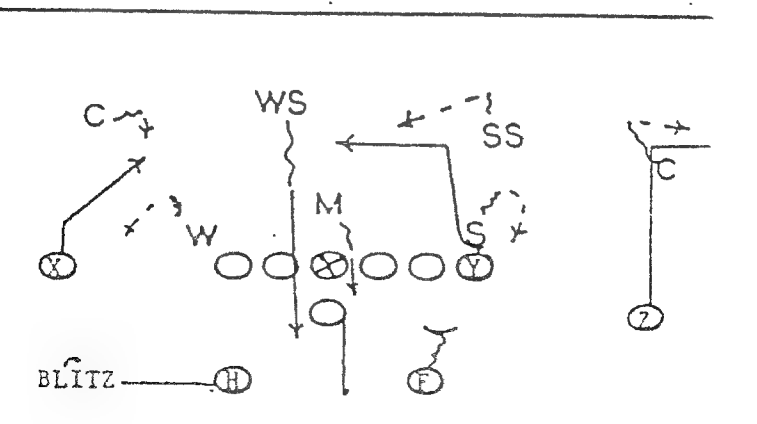
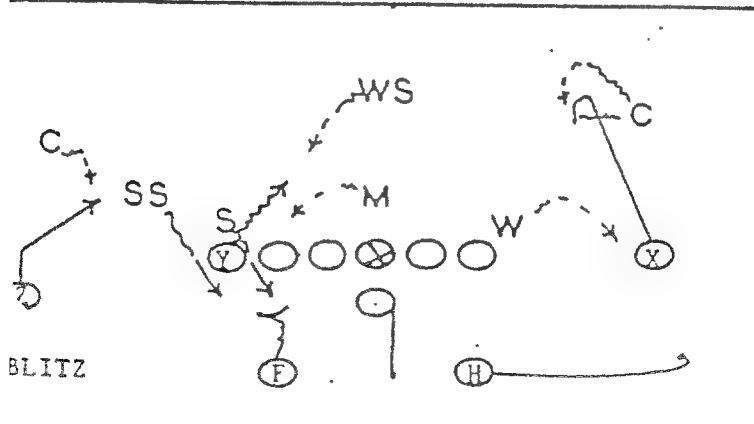
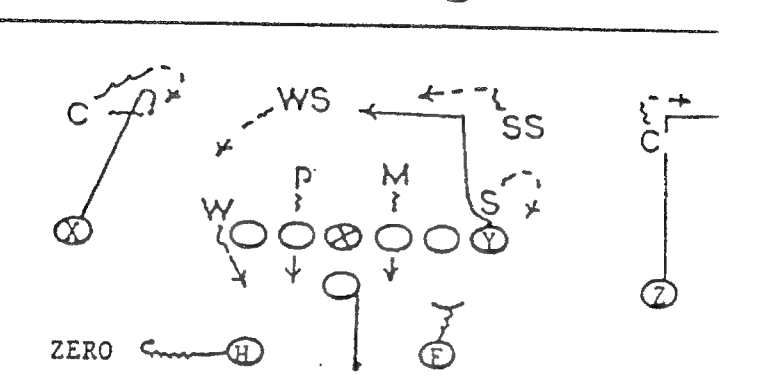
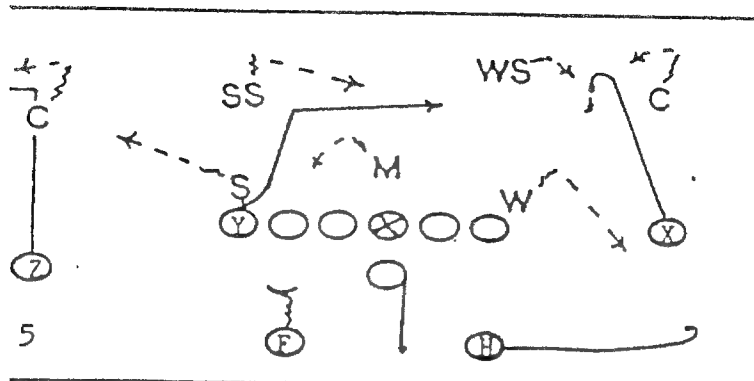
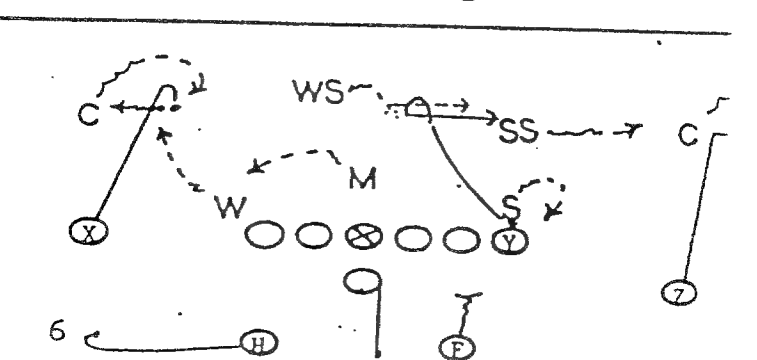
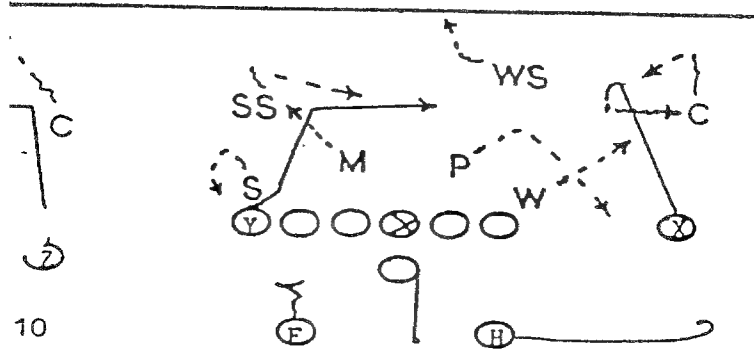
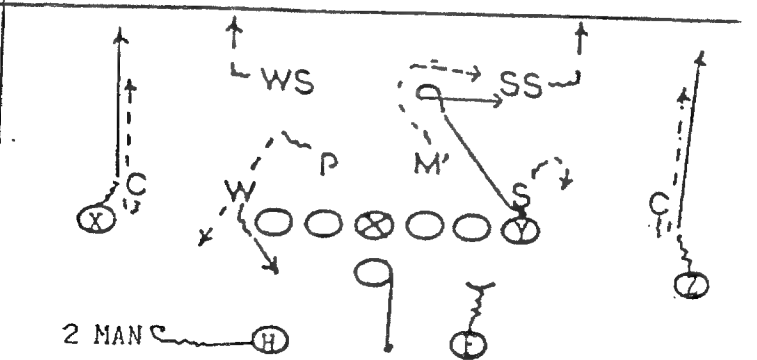
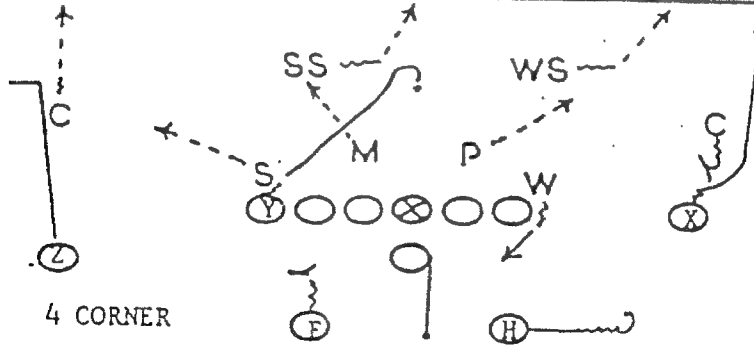
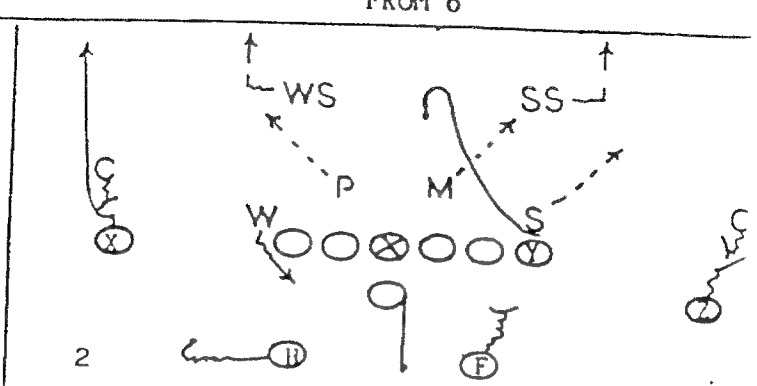
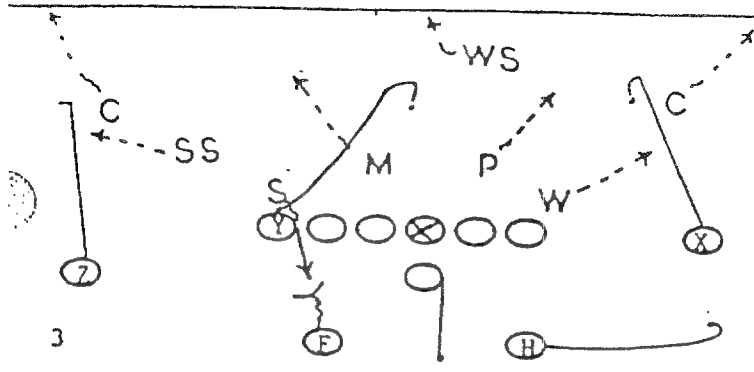
In Out (3 Cut). Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

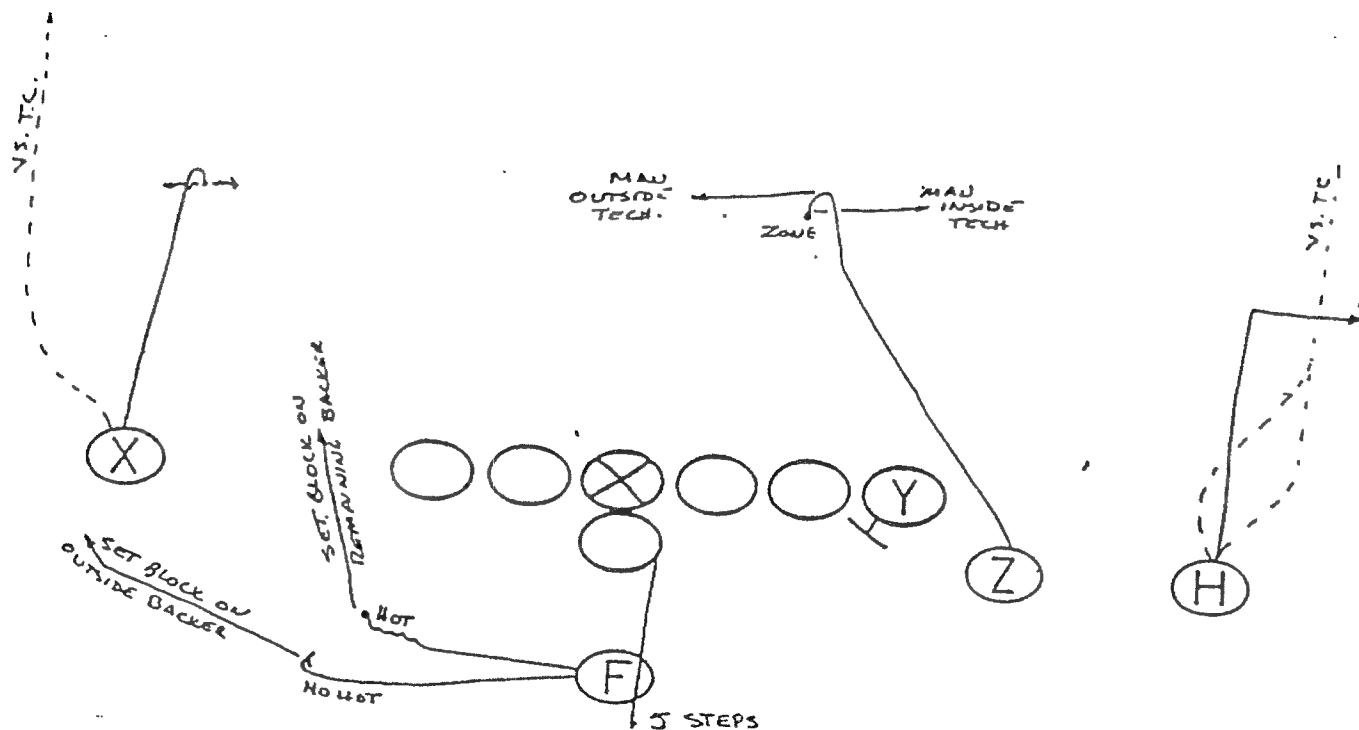
Run screen technique. Hot versus wanda blitz versus seven man fronts. In Hot situation, catch ball and turn straight upfield getting behind first offensive lineman. If no Hot, catch ball, stretch toward sideline, and cut only after offensive lineman has made contact.

Block outside LB to strongside. N/T help.

FROM 7

FROM 6





step drop. Work from pivot by X to F off of underneath coverage. Possible Hot F if weak outside LB dogs from a seven man front. Z is possible scramble throw time permits. rsus safety blitz, work to safety blitz sight adjustment.

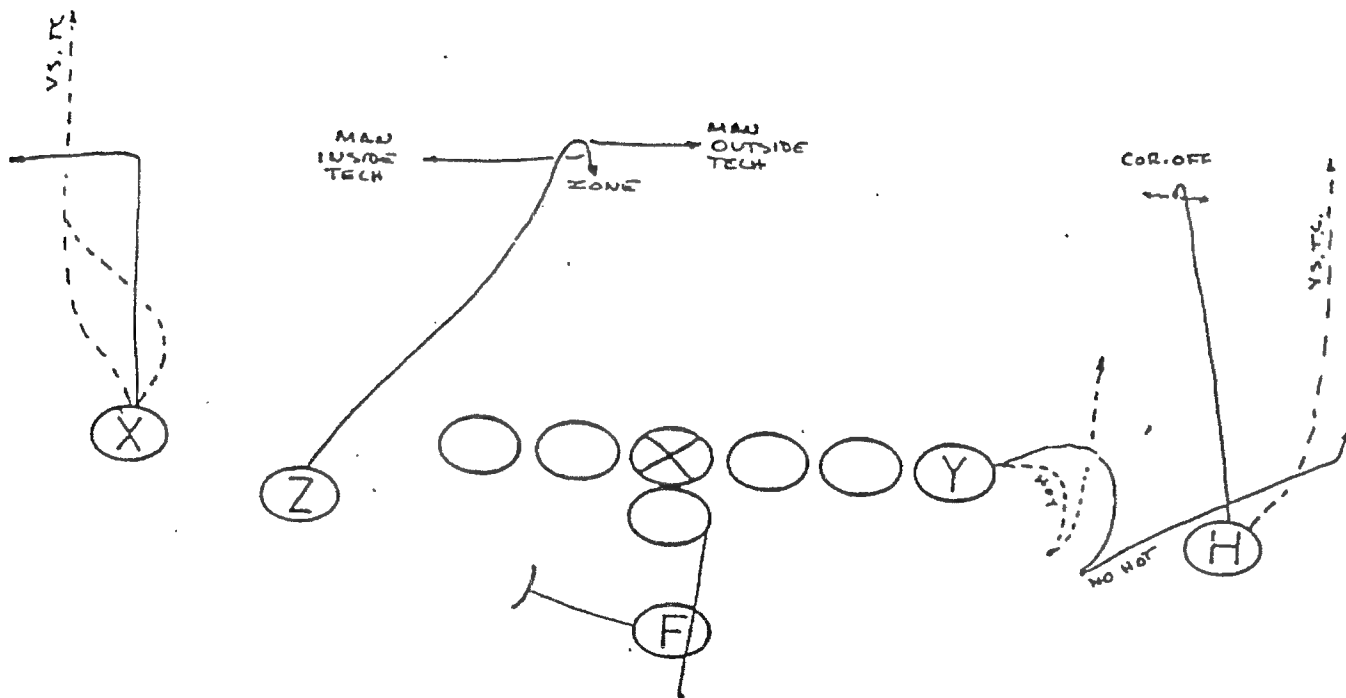
1 Pivot. Fade to streak versus tough corner. Screen alignment. Reception spot three yards inside of alignment position. If ball is thrown to screen, block e corner if you have run a pivot or safety if you have run a fade adjustment. fety blitz rules apply.

ow block E.M.O.L. N/T help tackle.

choice.
sus safety blitz, run safety blitz adjustment.

Out. Run streak adjustment versus tough corner. Versus safety blitz, run safety 2 sight adjustment.

seven step screen technique. Possible Hot versus wanda blitz versus seven man fro. J. lot, catch ball and turn straight upfield getting behind first offensive lineman. no Hot, catch ball, stretch toward sideline, and cut only after offensive lineman made contact.



Step Drop. Work from pivot by H to Y on screen off of underneath coverage. Possible Hot to Y if strong outside linebacker dogs versus seven man fronts. Z possible scramble throw if time permits. Versus safety blitz, work to sight adjustment side.

On Out. Run streak adjustment versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

Inside drag release. Check outside LB your side for possible Hot. If Hot, work quickly for ball. After catch work straight upfield getting behind first defensive lineman to show. If no Hot, work to spot 5 yards wide and 5 yards deep. Catch ball and run for width. Don't cut until lead offensive lineman has made block.

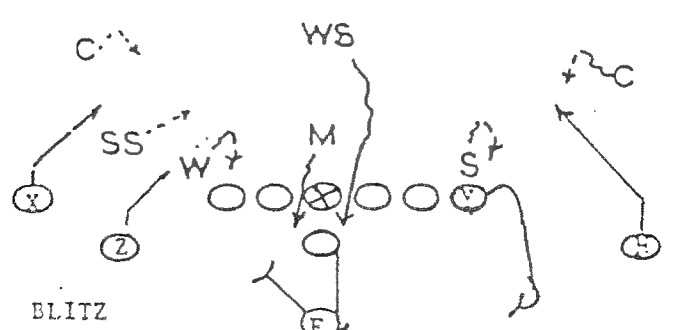
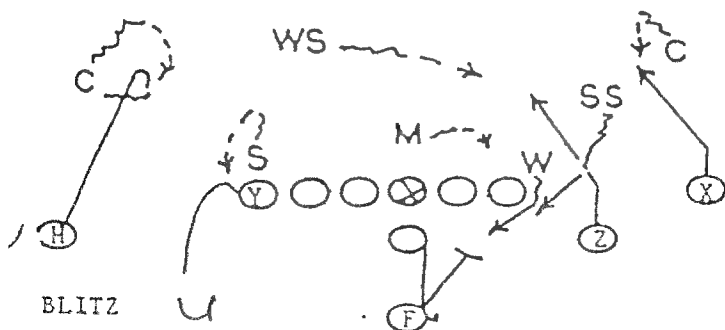
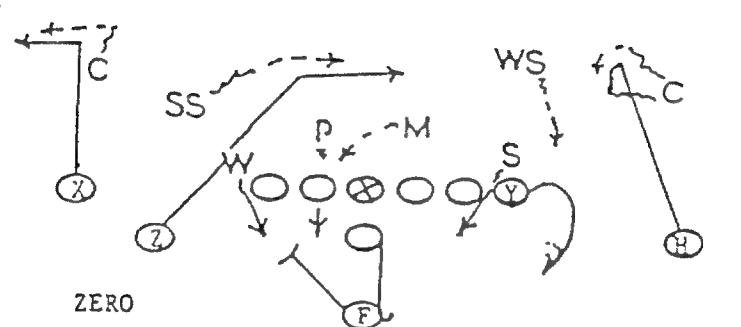
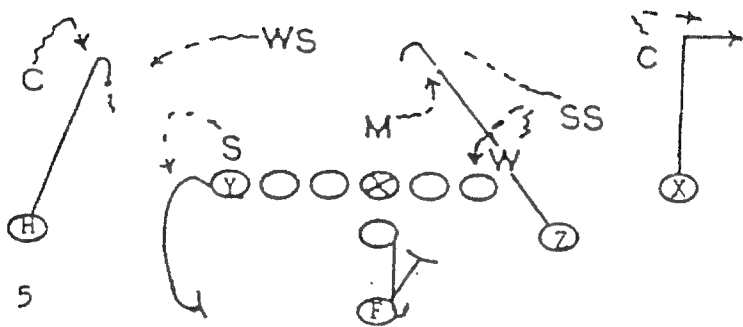
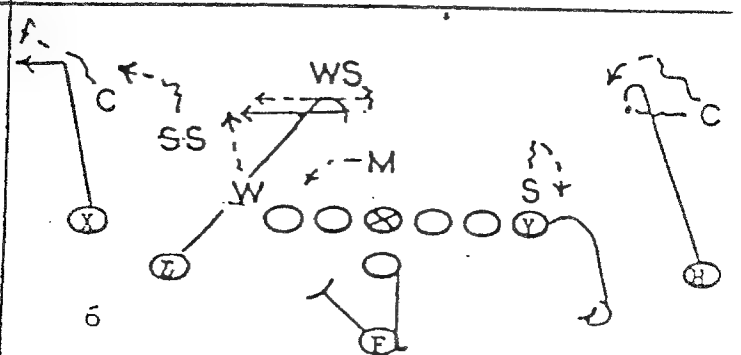
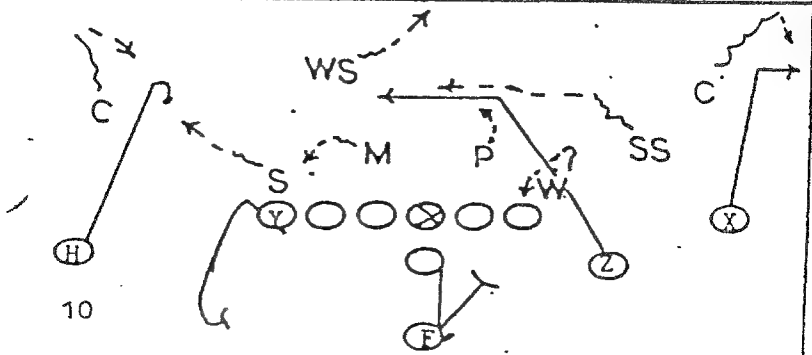
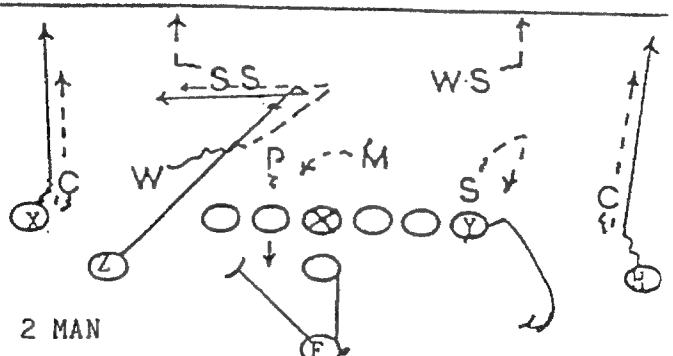
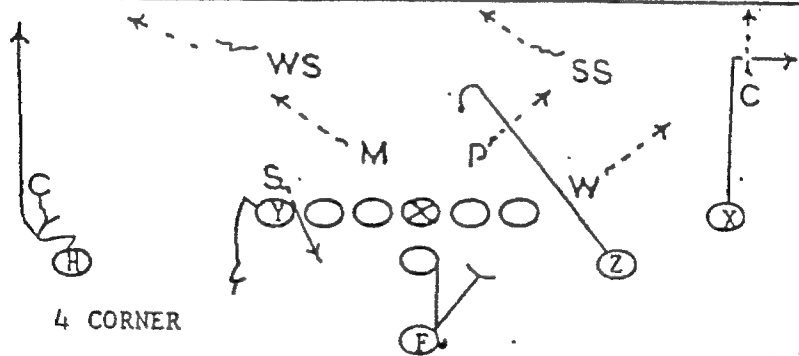
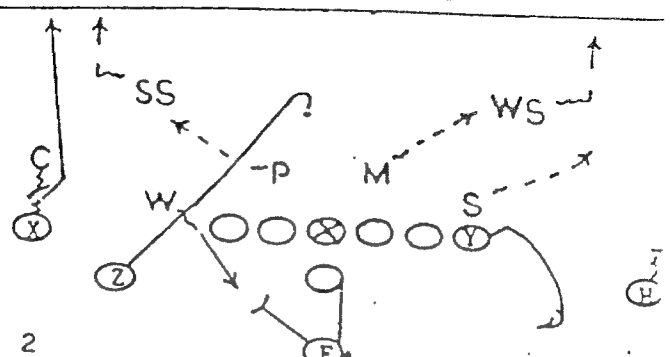
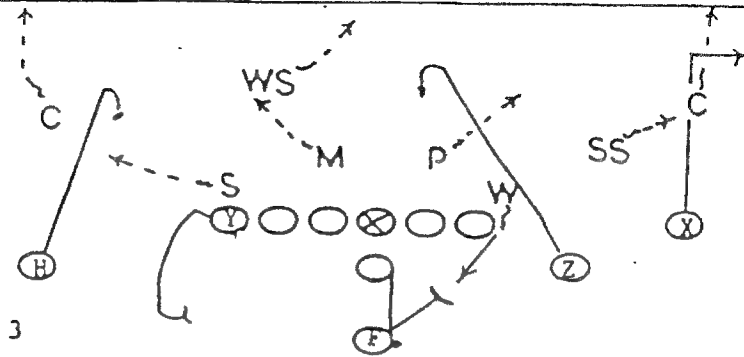
choice. Versus safety blitz your side, run safety blitz sight adjustment.

Pivot. Fade streak versus tough corner. Screen alignment. If ball is in middle of the field line up one yard outside the numbers. As the ball moves right or left off center, move with it to keep constant spacing. Reception spot three yards inside of starting position and 12 yards deep. Vs. Safety Blitz run safety blitz sight adjustment.

Block assignment. N/T help.

FROM 3 FLIP WIDE

FROM 2 FLIP WIDE



360 SCREENS

I. BASIC PRINCIPLE

This is a 7 man protection with two alternatives: a downfield throw and a Screen. There is no hot read. The line, offside back and TE block 360 protection.

II. LINEMEN

Block 360 protection for two counts and apply Regular SCREEN principles.

III. BACKS AND TIGHT END

A. Fullback and Tight End block 360 protection.

B. Onside back (H)

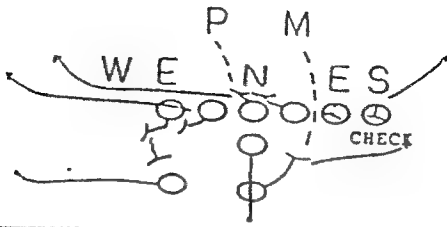
1. Release to landmark with no hot read. If OLB drops, stretch and set block.
2. Respond to OLB dog and set up block on ILB (same as if Hot vs. Regular Screen)
3. Versus 43 - read corner roll up, set up block on OLB.

IV. BLITZ ADJUSTMENT

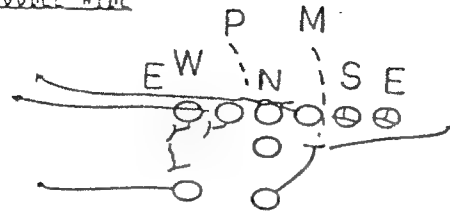
By defensive configuration.

34 FRONTS

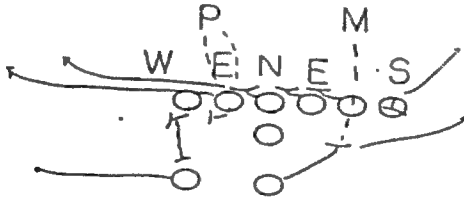
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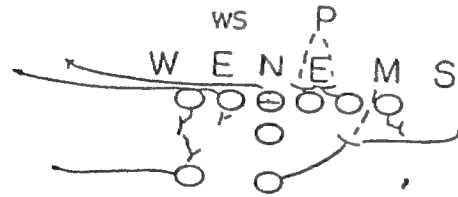
34 DOUBLE WIDE



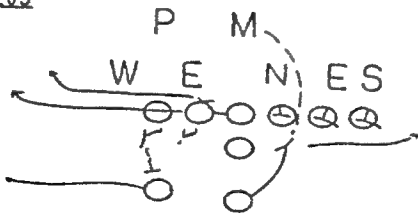
34 DOUBLE EAGLE



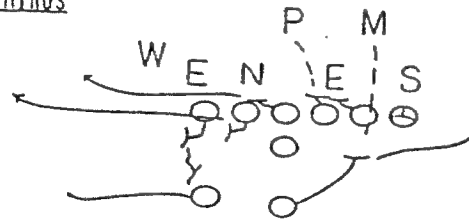
34 BEAR



34 PLUS

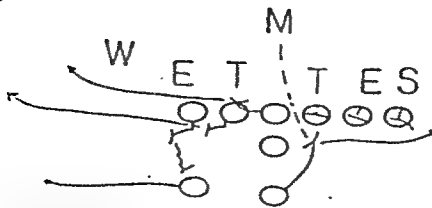


34 MINUS

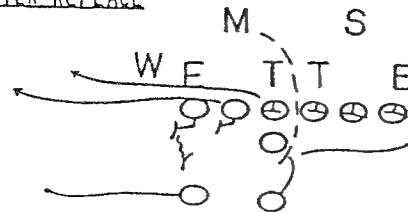


43 FRONTS

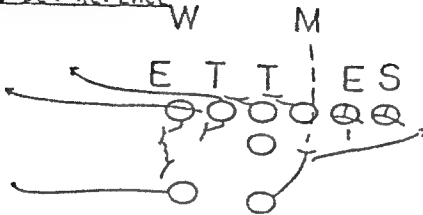
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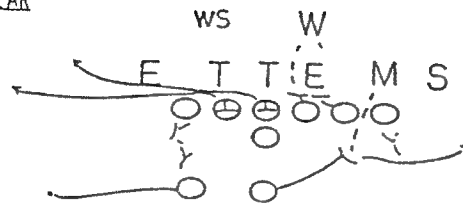
43 OVER REPLACE



43 UNDER REPLACE

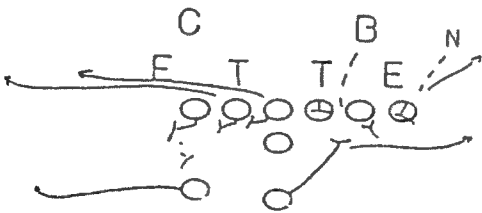


43 BEAR

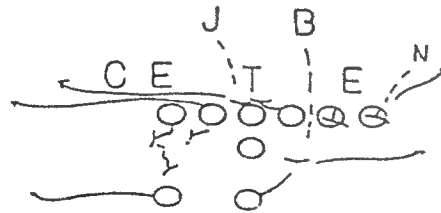


NICKEL FRONTS

42

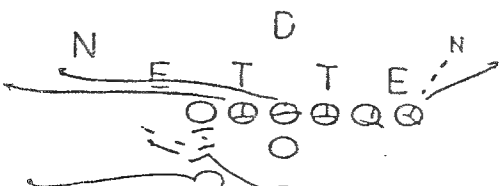


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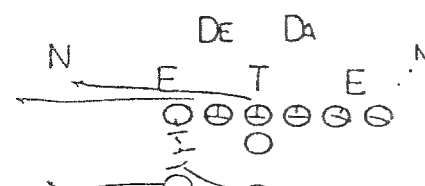


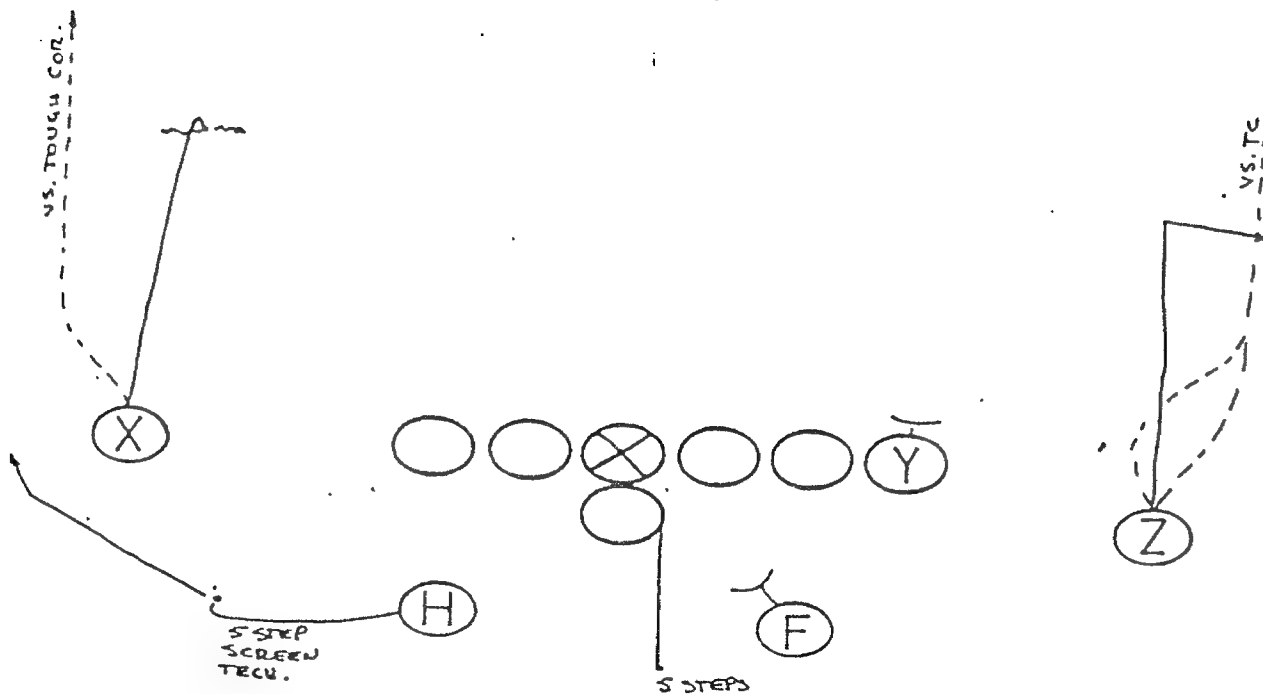
DIME FRONTS

41



32





QB

5 Step Drop. No Hot. Work from X on pivot to H on screen technique. Possible throw to Z on out versus weak coverages with corner off. Versus safety blitz, work to safety blitz sight adjustment.

X

Run Pivot. Screen alignment. Fade to streak versus tough corner. If ball is thrown to screen back, block corner if you have run a pivot or safety if you were forced to run fade streak. Versus safety blitz your side, run safety blitz sight adjustment.

Block E.M.O.L. N/T help.

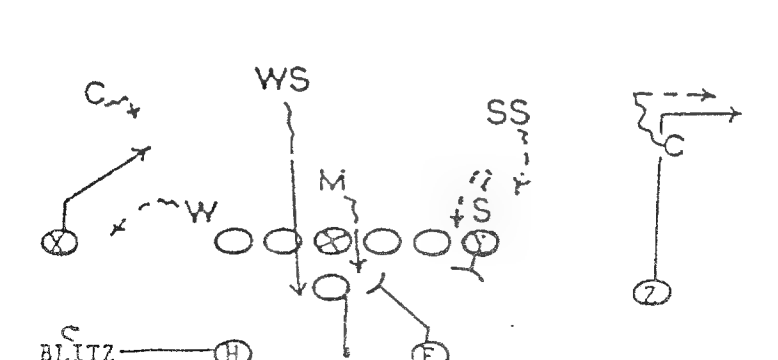
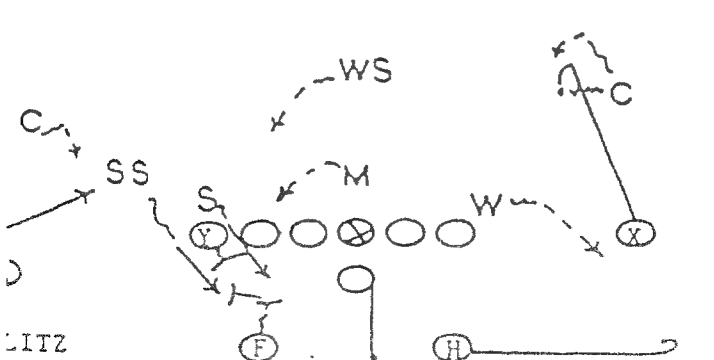
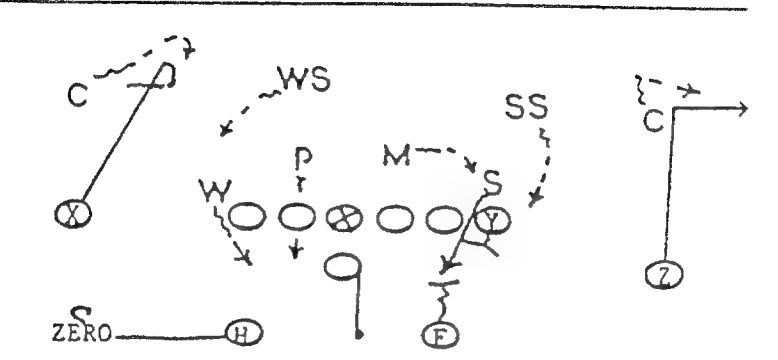
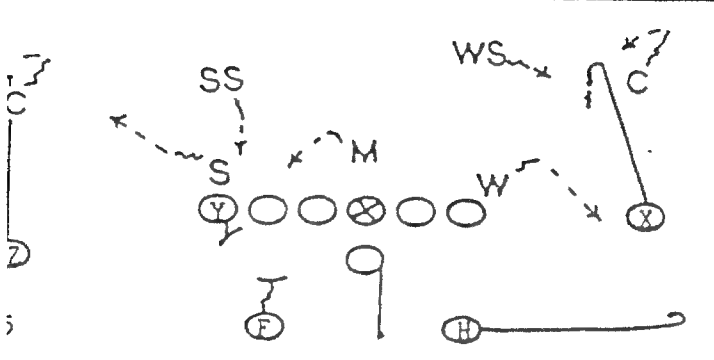
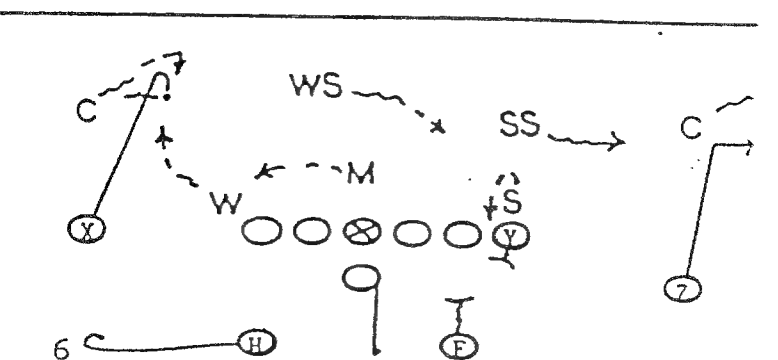
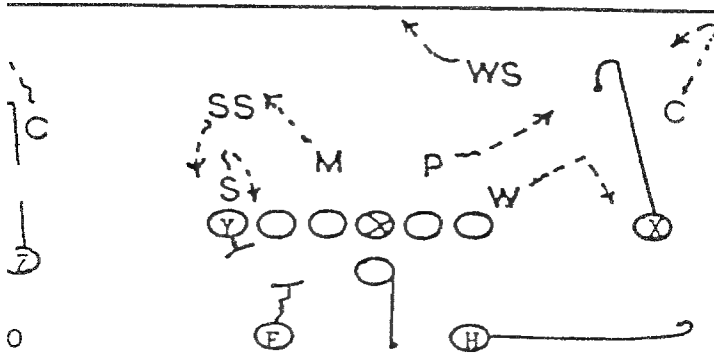
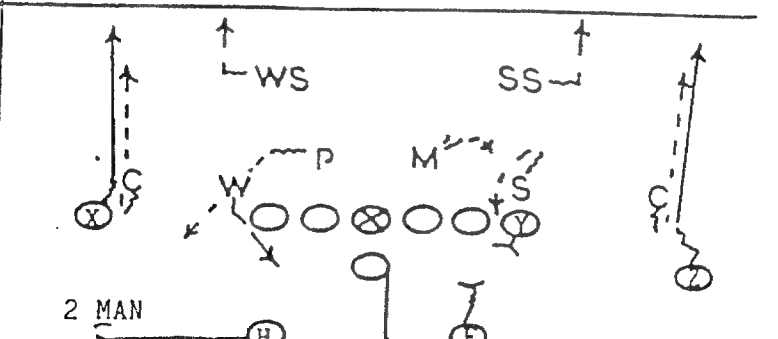
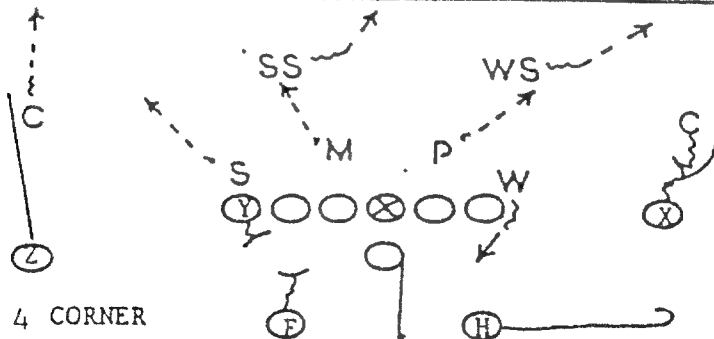
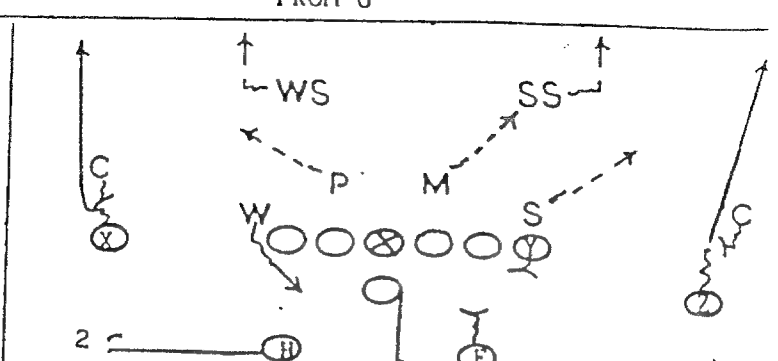
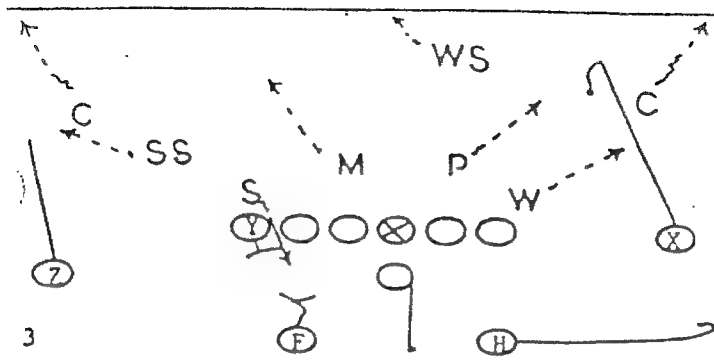
Run Out. Run streak adjustment versus tough corner.

Run 5 step screen technique. No Hot. After catch, stretch and set blocks.

Check blocking assignment. N/T help.

FROM 7

FROM 6



SLOW SCREENS

SLOW SCREENS

I. BASIC PRINCIPLE: 50 SLOW SCR TO H AND 70 SLOW SCR. TO F

These passes offer three alternatives: two downfield throws and a screen. There is no free release or "hot" throw for the onside back. This is 7 man protection with no Molly. The protection series is used for the backfield flow only. The line and backs (and Y in 70 Slow Screen to F) block regular protection rules.

II. LINEMEN: NO MOLLY

Block regular protection rules for three counts. First man hook most dangerous man outside the numbers (could be the corner). Second man hook next most dangerous man outside TE area. Third man hook next most dangerous man.

III. BACKS AND TIGHT END

A. Offside back (or TE with 70 SCREEN TO F) block regular protection rules.

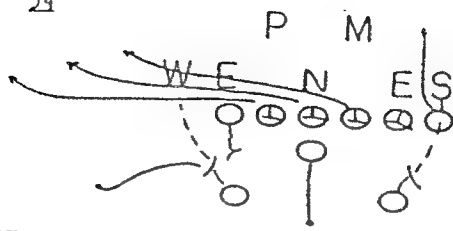
B. Screen receiver

1. Block regular protection assignment for two counts after contact, then release to landmark.
2. If no dog, key linemen release.
3. After catch, stretch defense and set block of widest lineman.

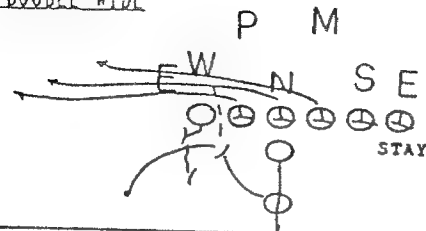
C. Blitz Adjustment: By protection and defensive configuration.

34 FRONTS

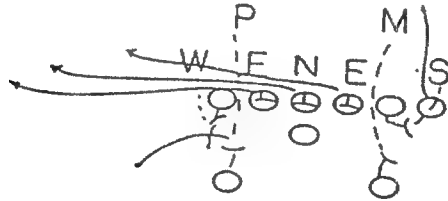
34



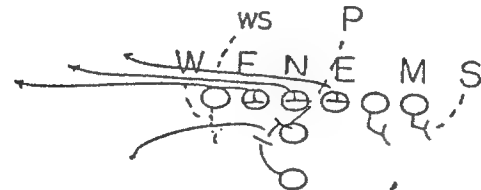
34 DOUBLE WIDE



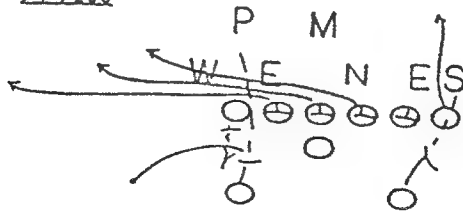
34 DOUBLE EAGLE



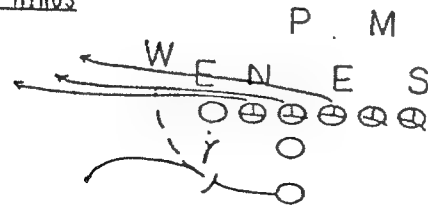
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

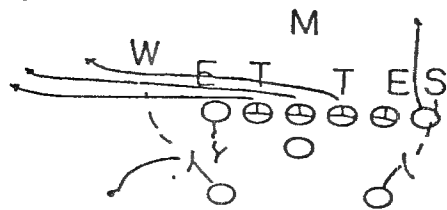


34 MINUS

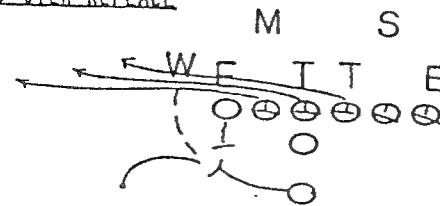


43 FRONTS

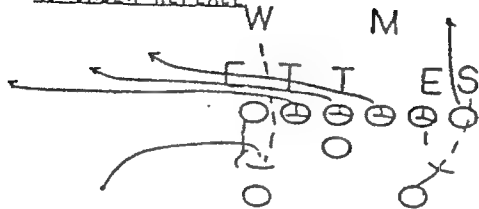
43



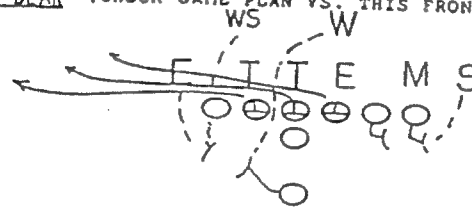
43 OVER REPLACE



43 UNDER REPLACE

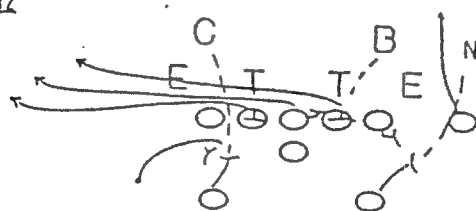


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

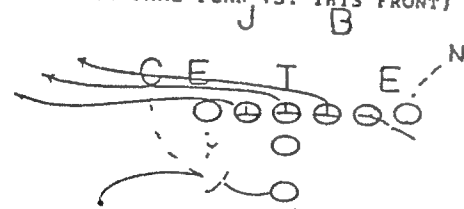


NICKEL FRONTS

42

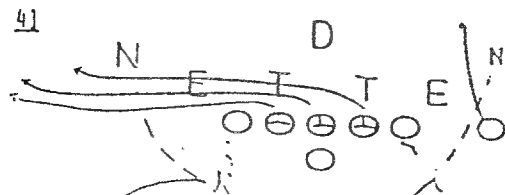


33* (CHECK GAME PLAN VS. THIS FRONT)

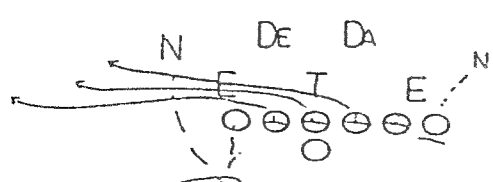


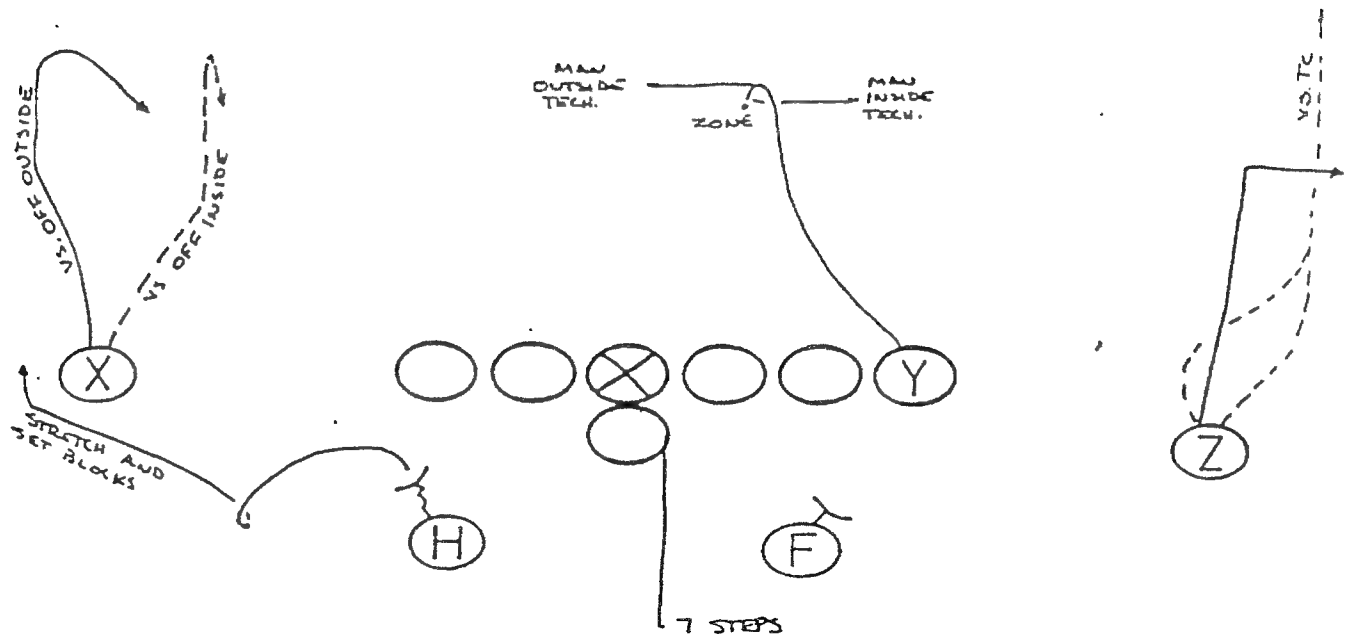
DIME FRONTS

41



32





QB

Seven step drop. Progression reads from Y to X to HB on screen.
Possible throw to Z versus weak coverages.

X

Run 15 yard curl. Work around underneath coverages versus zones and beat the man covering you versus man. Normal split. If the ball is thrown to the screen back, work up to the corner or safety.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run choice.
Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run out. Run streak adjustment versus tough corner.

H

Check first outside LB. If he dogs block him for two full counts, then release into screen. If no dog, key offensive line for release to screen. After catch, stretch to set blocks.

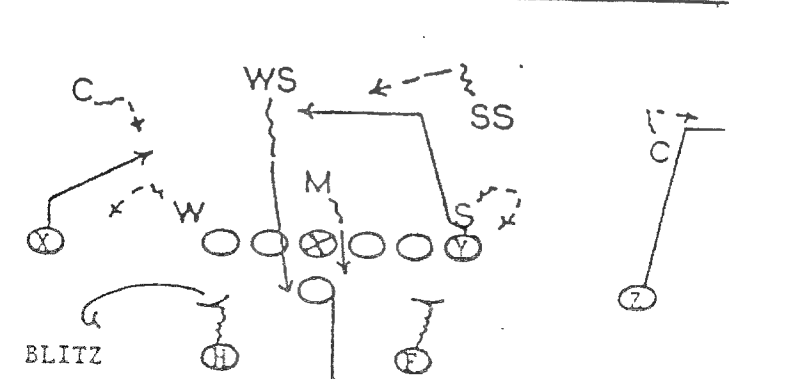
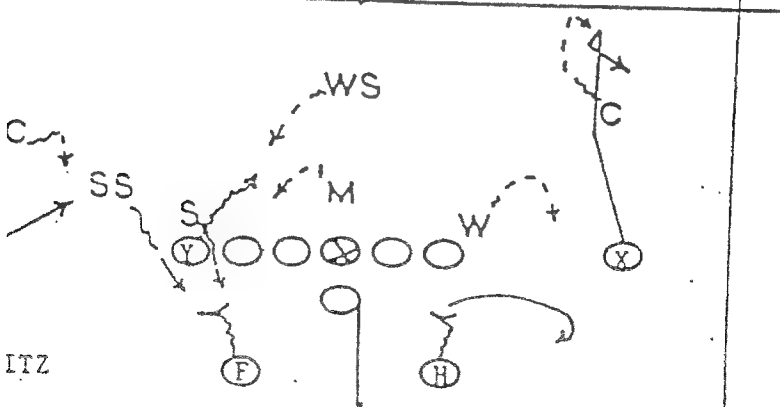
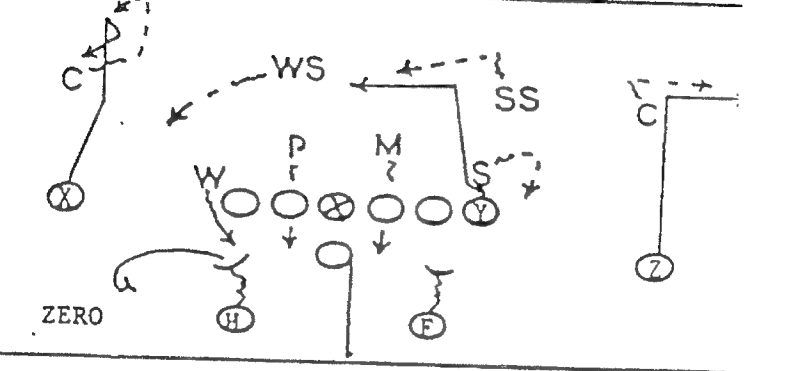
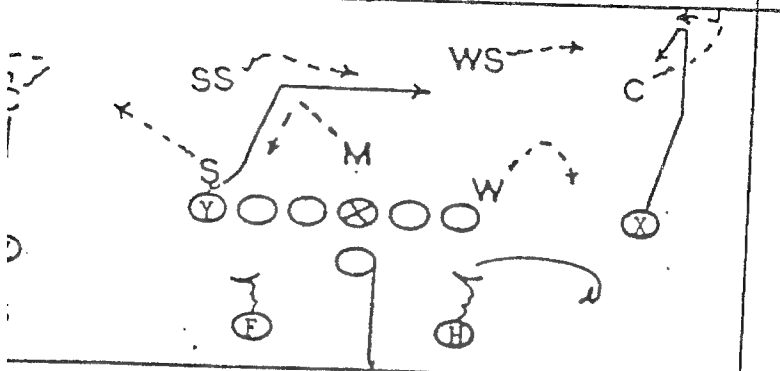
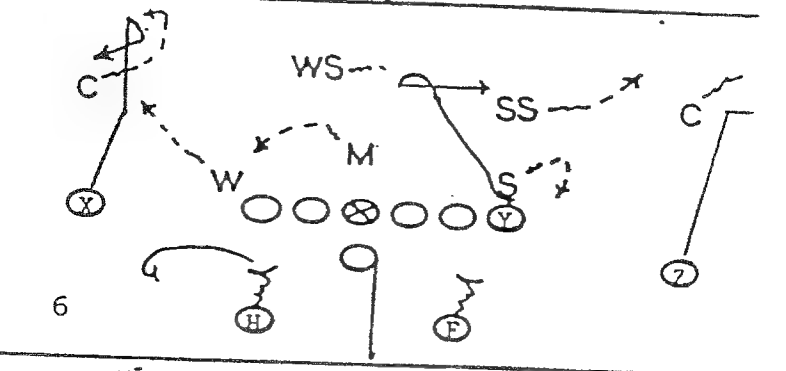
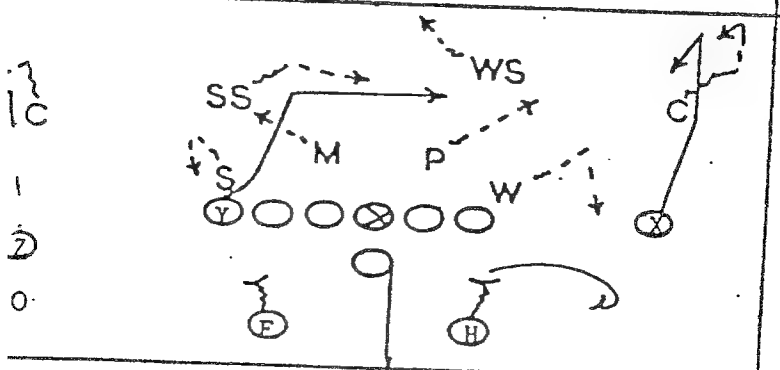
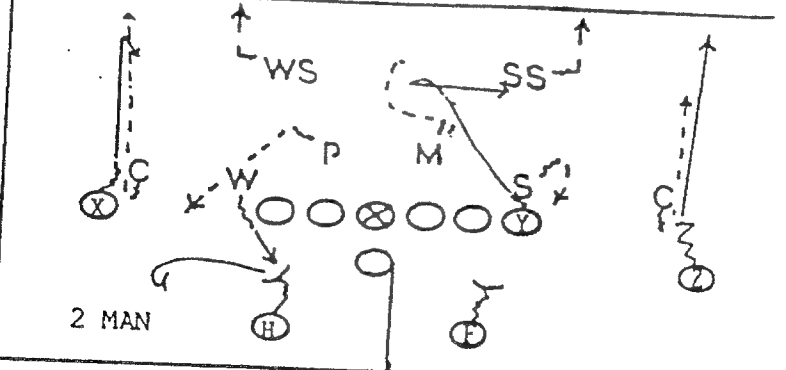
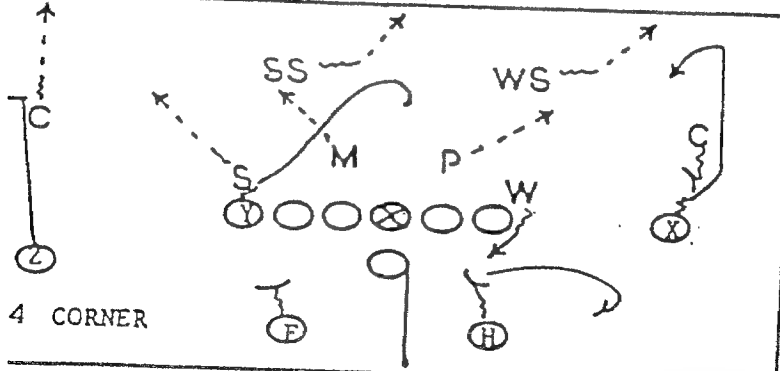
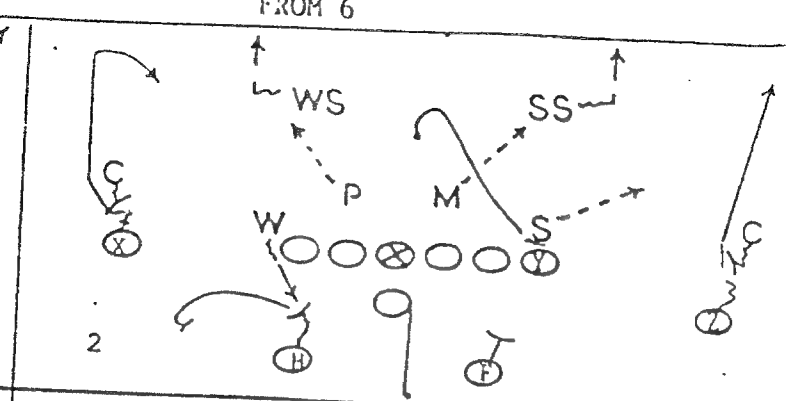
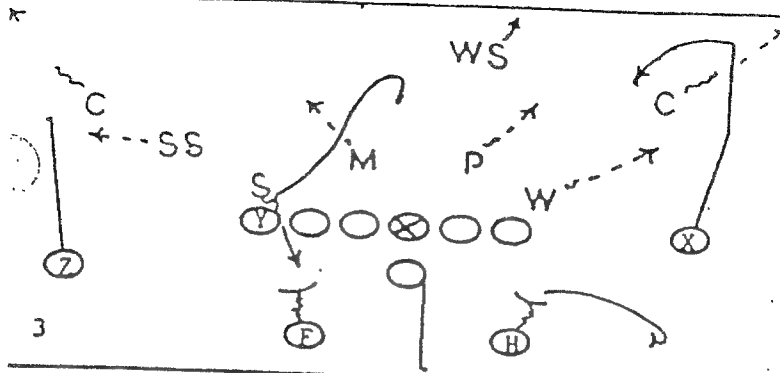
F

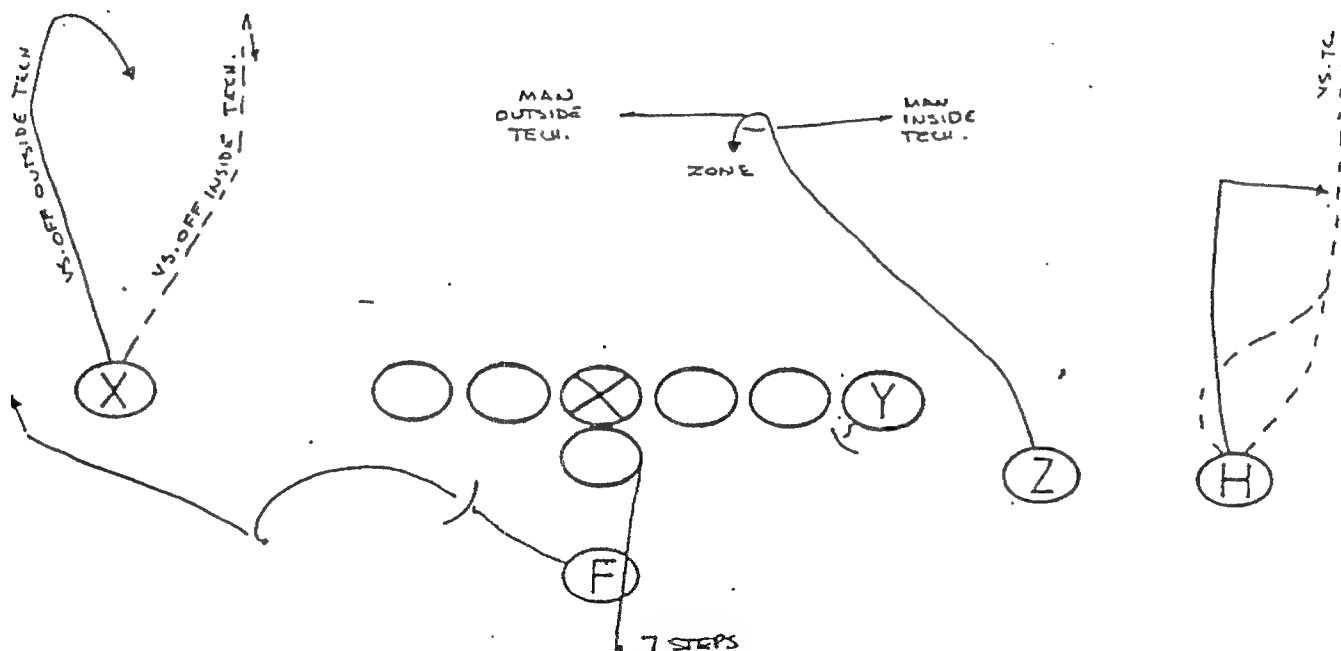
Check first outside LB. N/T help.

FROM 7

FROM 6

-4-





QB

Seven step drop. Double down field read. No Hot. Work from Z to X to screen to FB. Possible throw to H on out versus weak coverages. Versus safety blitz, work to safety blitz sight adjustment side.

X

Run 15 yard curl. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Slow block E.M.O.L. N/T help.

Z

Run choice. Versus safety blitz your side, run safety blitz sight adjustment.

H

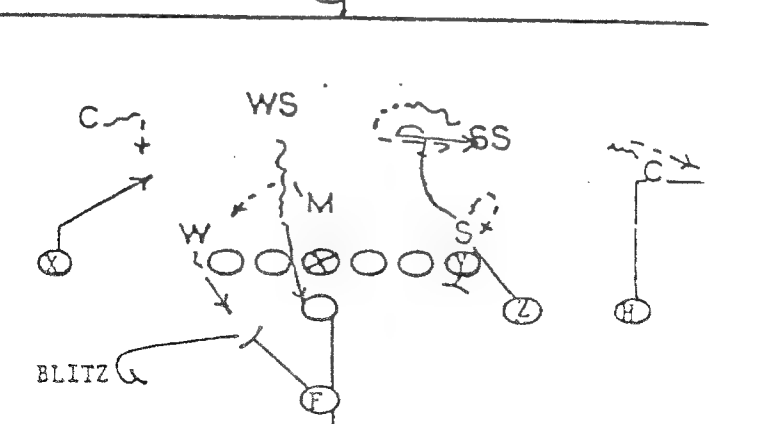
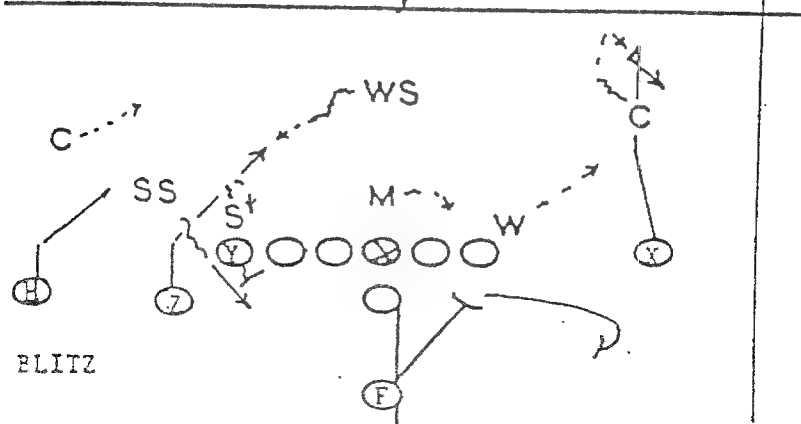
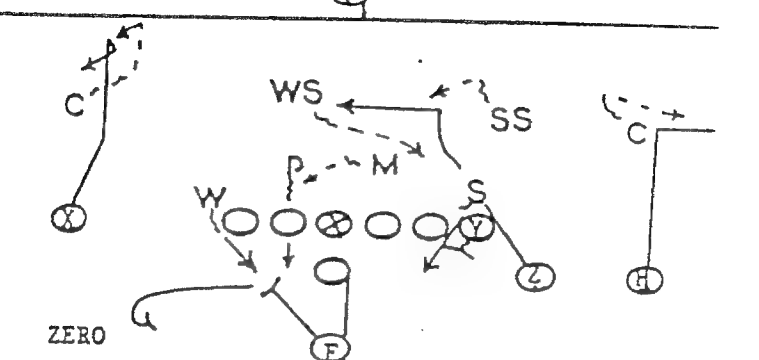
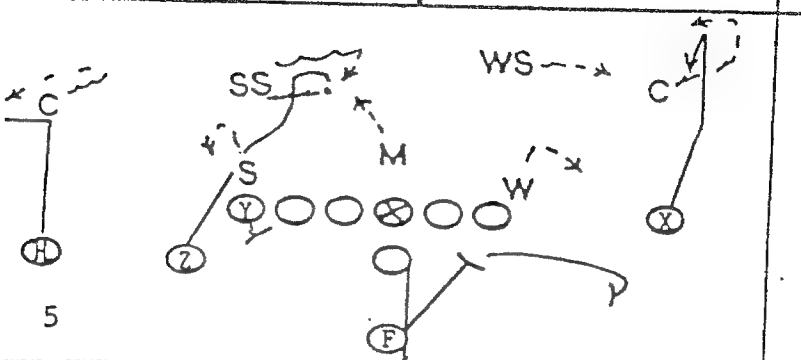
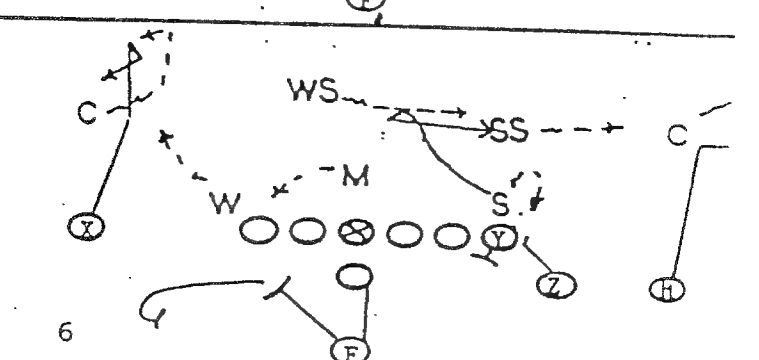
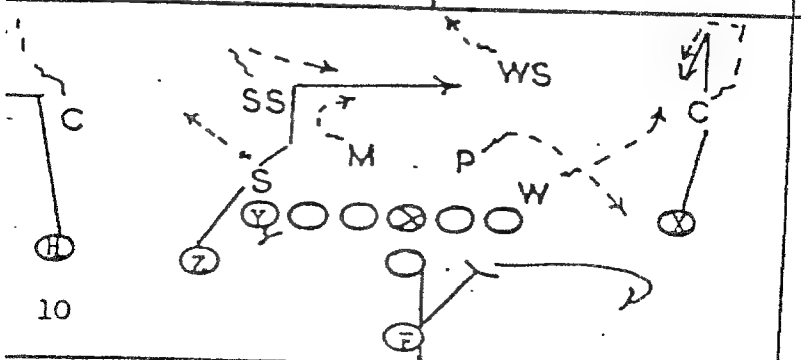
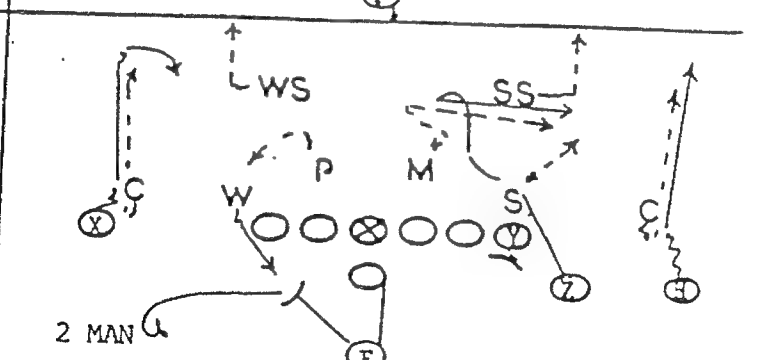
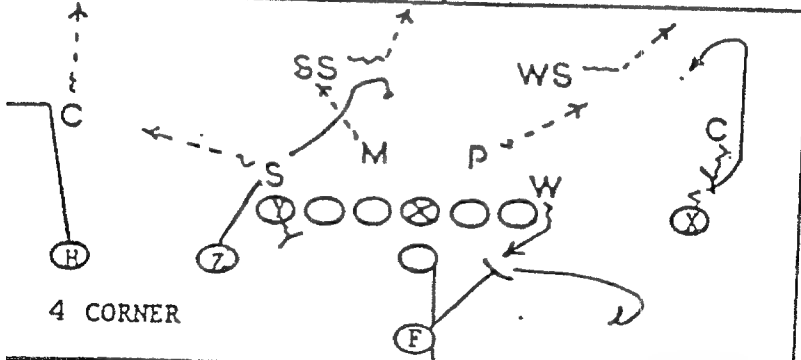
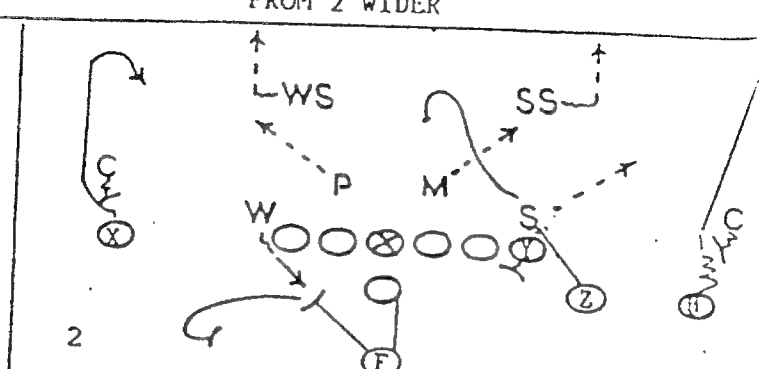
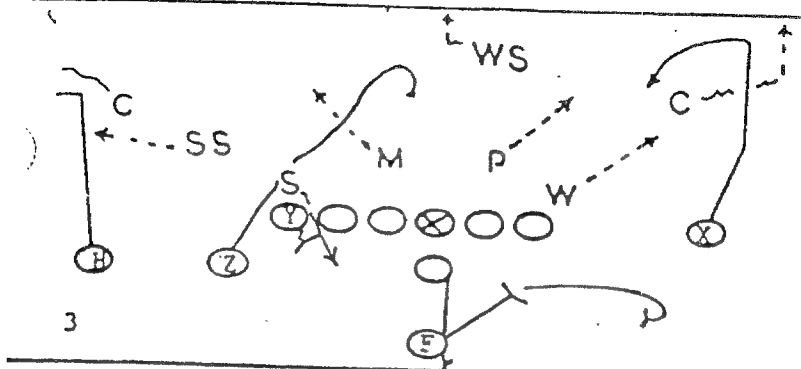
Run out. Run streak adjustment versus tough corner.

F

Check blocking assignment. Key offensive line for release timing.

FROM 3 WIDER

FROM 2 WIDER



SLOW SCREEN MIDDLE

I. BASIC PRINCIPLE: 90 SLOW SCREEN MIDDLE TO FB

A Slow Screen thrown to middle of pass rush. There are no downfield throws. The linemen and backs block protection called.

II. LINEMEN:

Block protection called. Both Guards and Center block for three counts and release rushers to your outside. Wait for GO call, then start straight upfield and block most dangerous man.

III. SCREEN RECEIVER:

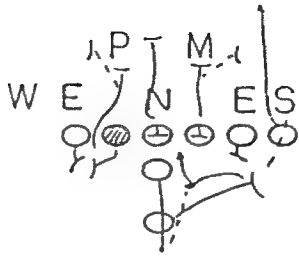
Screen Back key defensive linemen for pass rush, then release and uncover in the pocket behind offensive linemen. As QB releases ball, yell "GO". After catch, start straight upfield behind the wall.

IV. RECEIVERS:

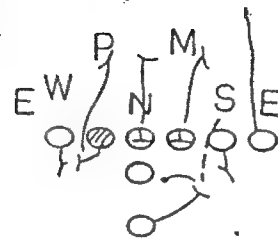
- A. Split End - Potential 90 Protection hot receiver. No hot, run Streak.
- B. Inside receiver to Split End side - run cross vs. tight coverage on Screen Back. Not there, run Streak.
- C. All other receivers - run Streak over position.
- D. Blitz Adjustments: All adjustments apply as in 90 Protection rules.

34 FRONTS

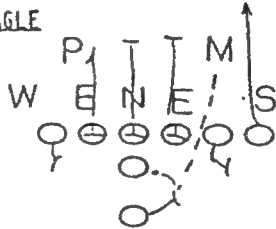
34



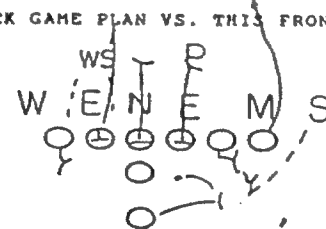
34 DOUBLE WIDE



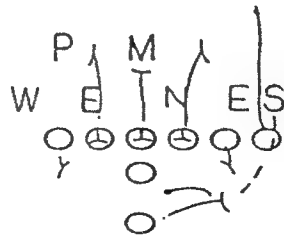
34 DOUBLE EAGLE



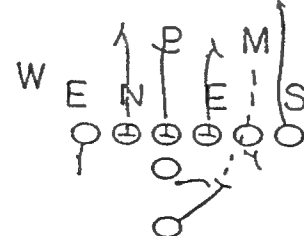
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

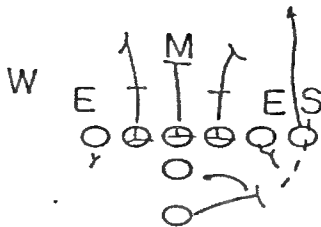


34 MINUS

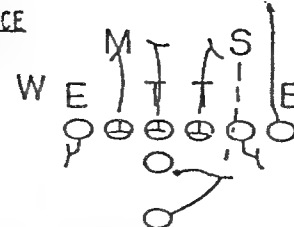


43 FRONTS

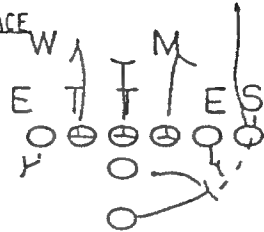
43



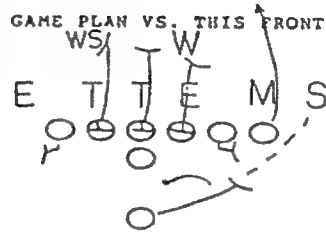
43 OVER REPLACE



43 UNDER REPLACE

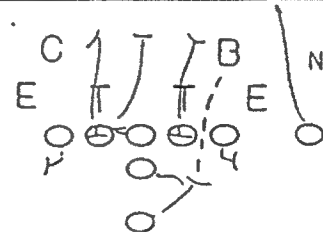


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

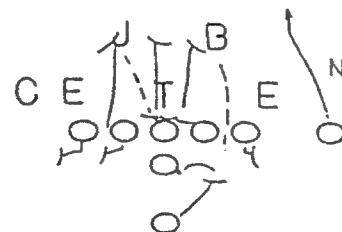


NICKEL FRONTS

42

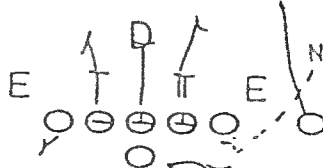


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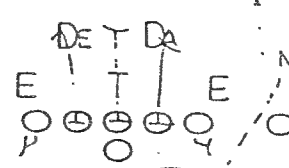


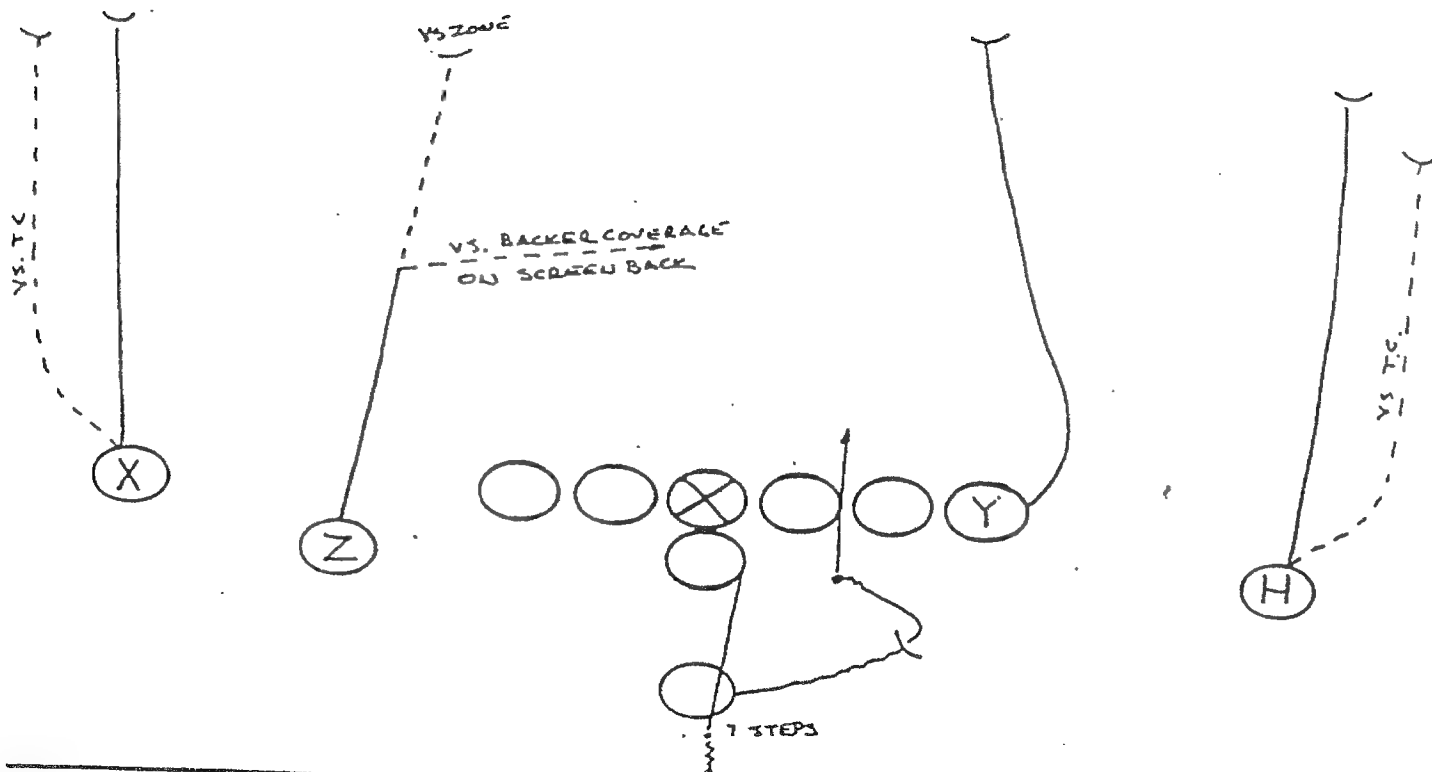
DIME FRONTS

41



32





QB

Seven step drop. Retreat to throw to FB on screen. Versus tight backer coverage on screen back, look to Z for possible completion or throw away. Possible Hot to versus double LB dog to weak side of 34 or wanda dog versus 43. All basic safety blitz rules apply.

lock outside third. Fade to outside third versus tough corner. Versus safety blitz your side, run safety blitz sight adjustment.

itside release to middle third. Versus safety blitz your side, run safety blitz sight adjustment.

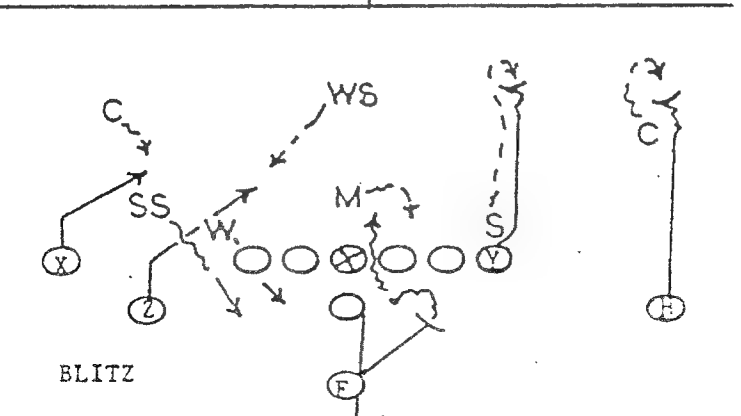
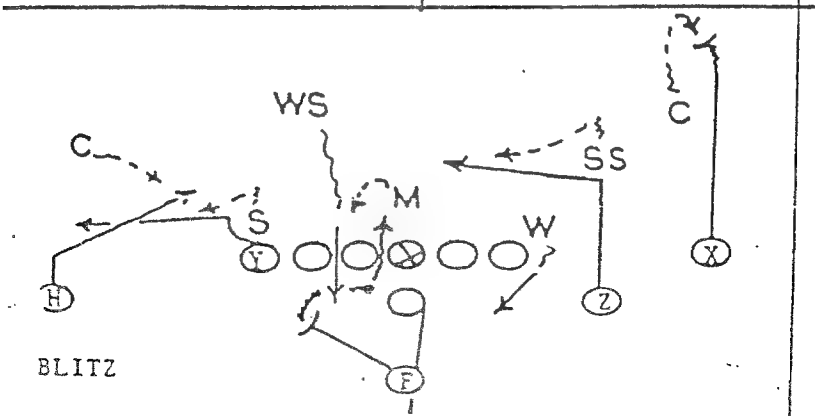
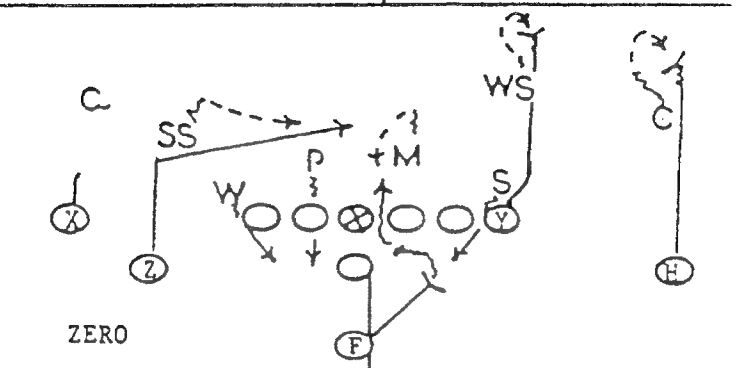
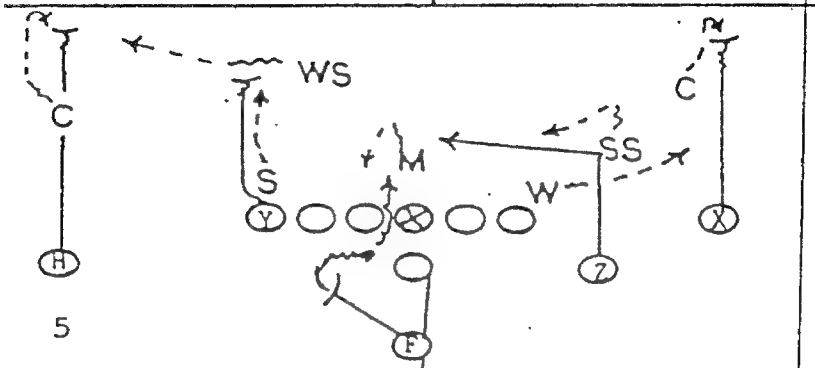
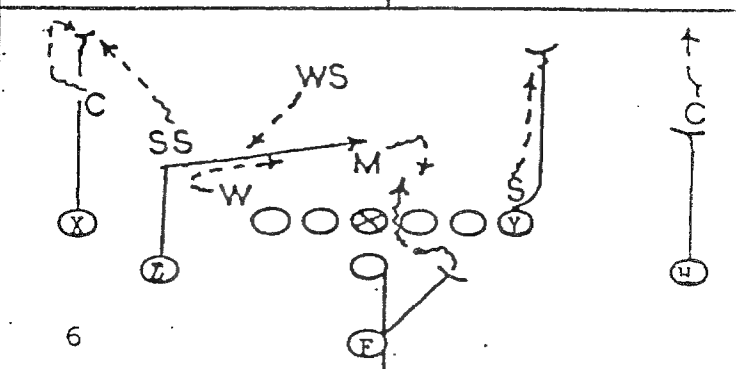
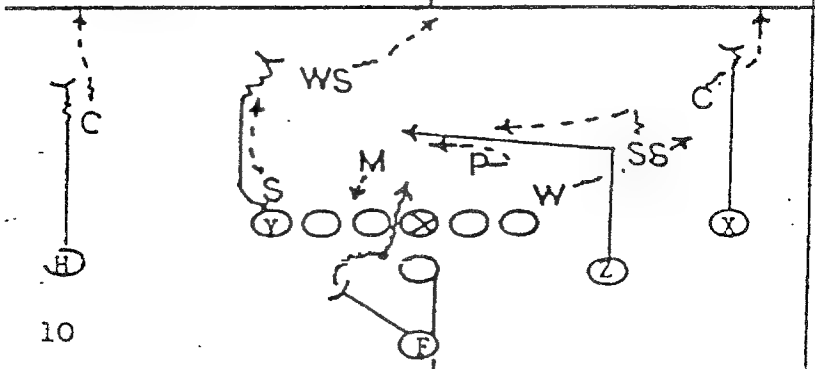
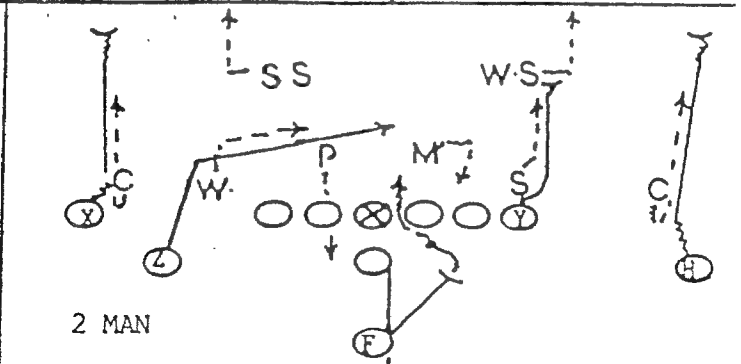
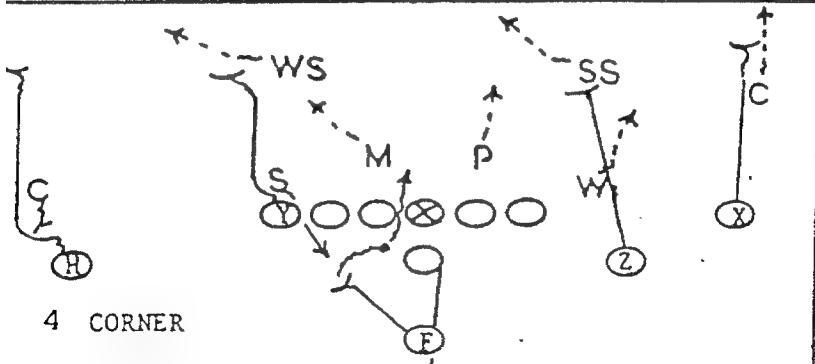
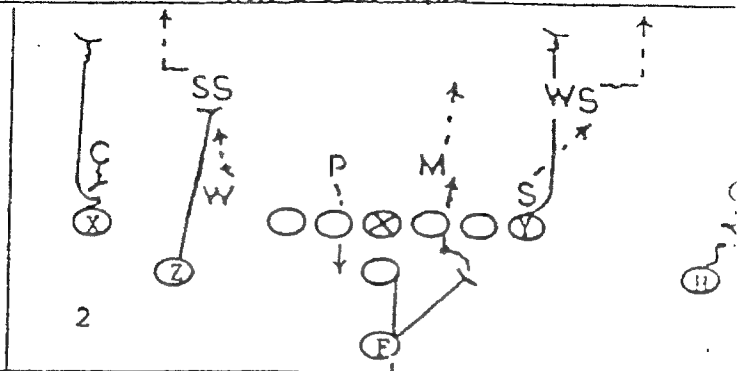
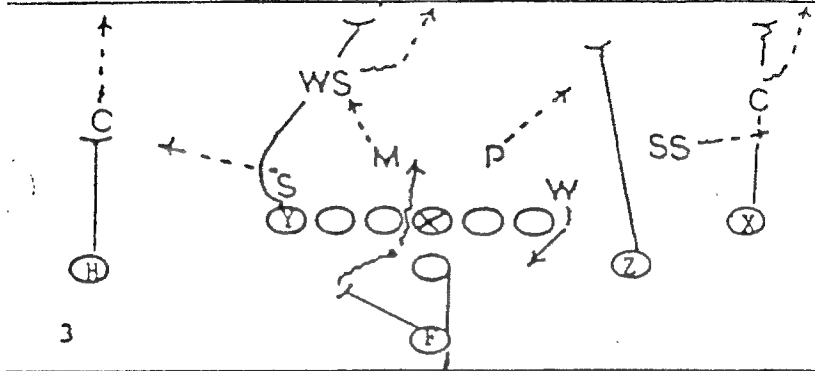
ock middle third versus zone coverage. Run cross versus tight backer coverage screen back. Versus safety blitz your side, run safety blitz sight adjustment.

ock outside third. Fade to outside third versus tough corner.

ack blocking assignment. Work inside or outside of tackles block - block back the inside for screen throw. After catch, work straight upfield behind middle blockers to set blocks.

FROM 3 FLIP WIDE

FROM 2 FLIP WIDE



QUICK SCREENS

and

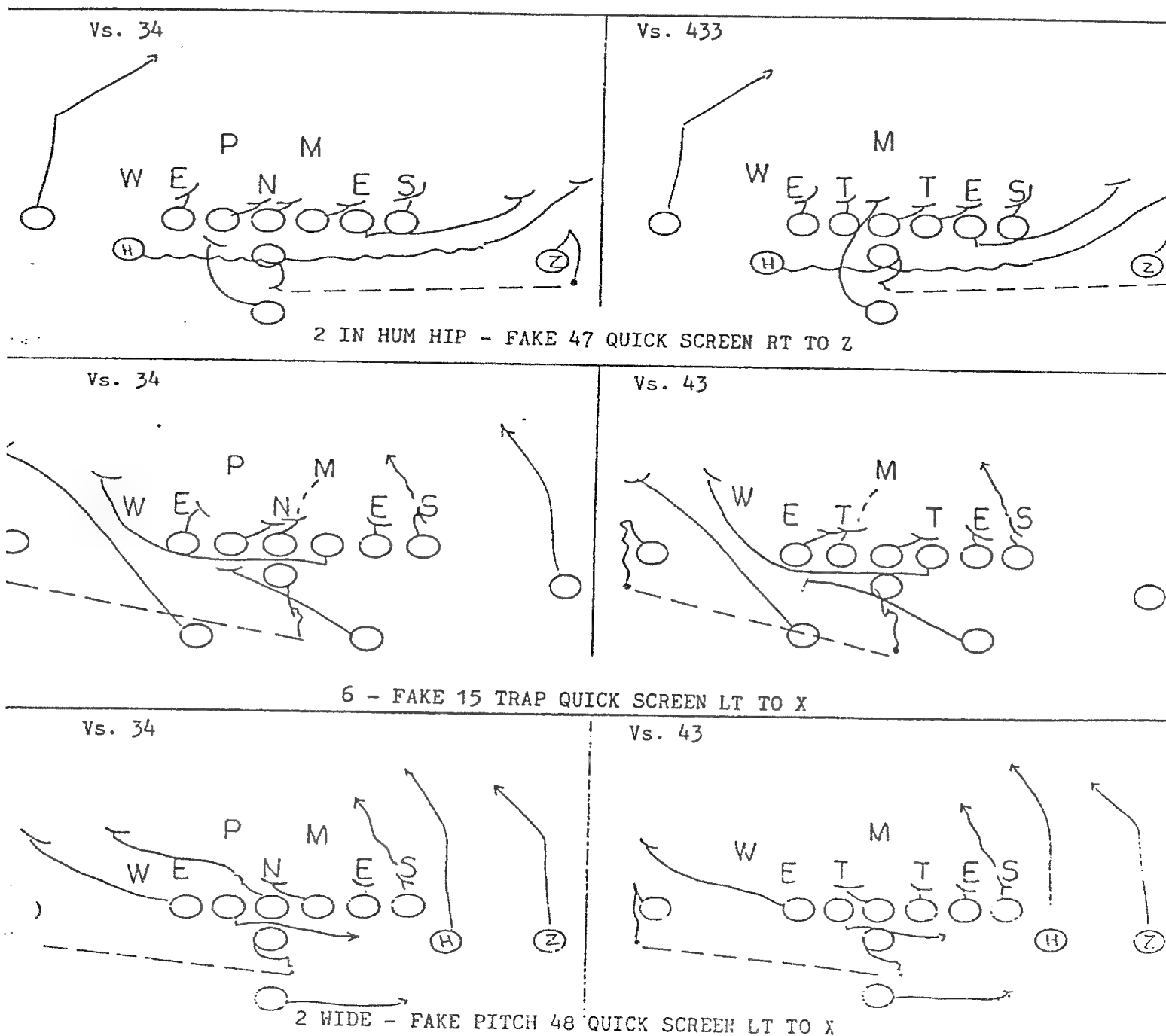
MISCELLANEOUS SCREENS

QUICK SCREENS

BASIC PRINCIPLES:

These are screens to wide or split receivers incorporating a quick run fake and a three step tempo on the throw. The play fake will vary from game-to-game as will the specific blocking scheme used in conjunction with that play fake.

Following are some examples of possible Quick Screens:



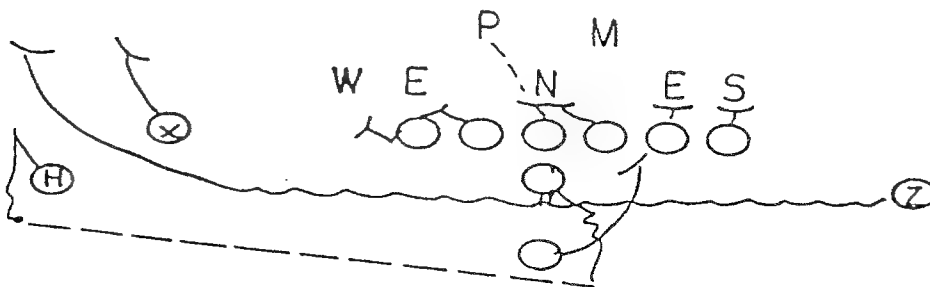
FLASH (SCREENS)

I. BASIC PRINCIPLES:

These are Quick Screens to split receivers incorporating quick run fakes where other split receivers become primary screen blockers. Play fake will vary from game-to-game as will specific blocking schemes.

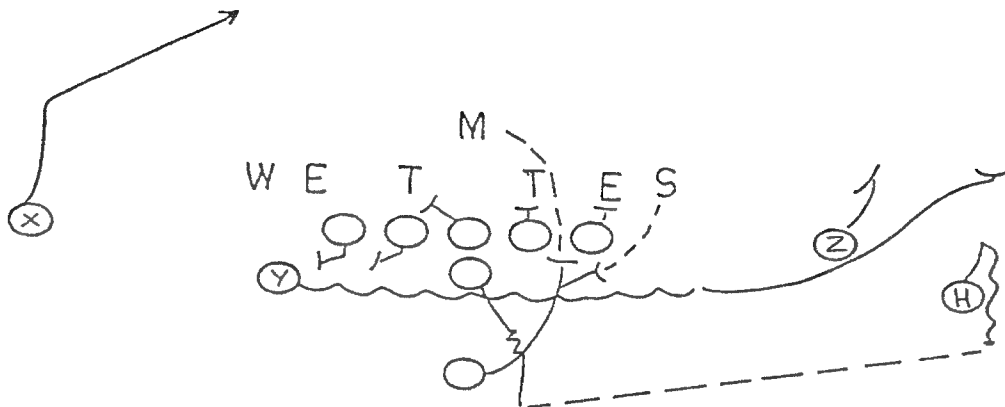
Following are examples of Flash Screens:

Vs. 34



ZAC 2 FLIP WIDE - 336 FLASH LEFT TO H

Vs. 43



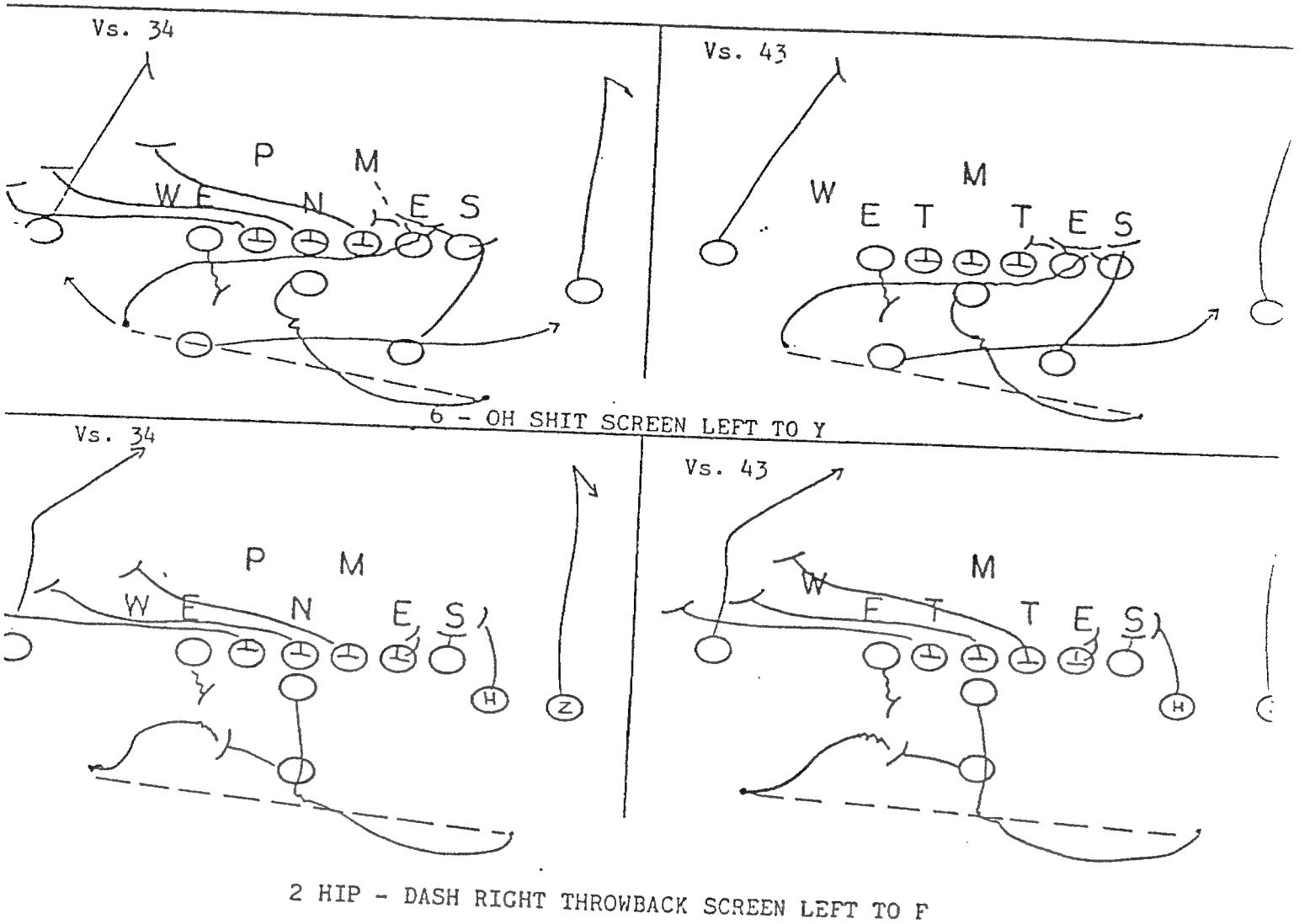
TAC 2 WIDER - 636 FLASH RIGHT TO H

ROLL SCREENS

I. BASIC PRINCIPLE:

These are special screens where the QB fakes and rolls or "dashes" to one side and throws ball back across field to a designated screen receiver.

Following are possible examples of Roll Screens:



WAGGLES
FIRE WAGGLES
BOOTS
NAKEDS

WAGGLE

I. BASIC PRINCIPLE - FAKE 18 WAGGLE LT.

This is a play action pass where the QB half sprints away from the fake. The uncovered linemen pull toward the called side to protect.

II. BACKS

- A. Faking back ("ball carrier") blocks the LB in the hole.
- B. The other back ("blocker") blocks the remaining onside LB.
- C. Alert scat call to designated back. Remaining back dual reads.

III. LINE

- A. Tackles block DE's.
- B. Uncovered G's or C pull:
 - 1. First man blocks OLB.
 - 2. Second man blocks ILB.
- C. Throwing spot is behind onside tackle.

IV. FIRE WAGGLE

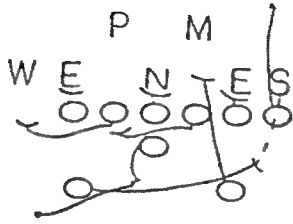
No fake by backs but all other assignments remain the same.

v. BLITZ ADJUSTMENT

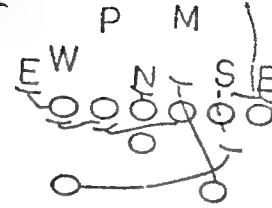
- A. Vs. 34 - all receivers it takes one DB plus LB. (Takes one plus)
- B. Vs. 43 - all receivers it takes one DB. (Takes one)
- C. Vs. Substitute Defenses - Check game plan for Blitz Adjustments.

34 FRONTS

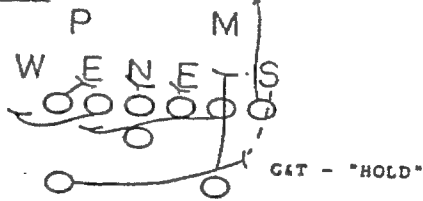
34



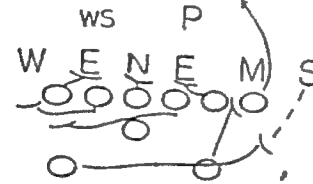
34 DOUBLE WIDE



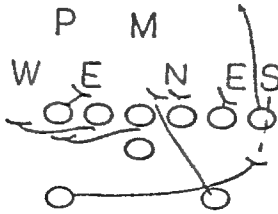
34 DOUBLE EAGLE



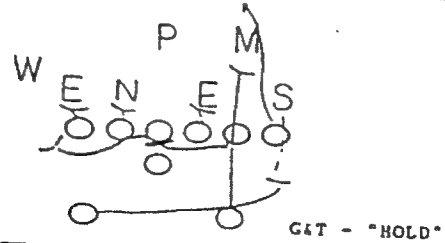
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

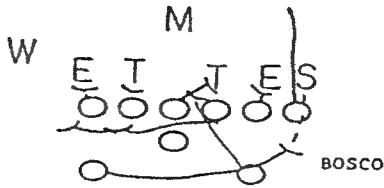


34 MINUS

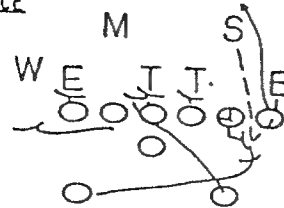


43 FRONTS

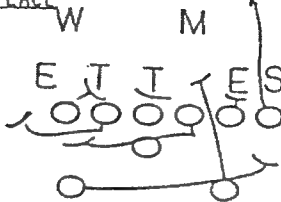
43



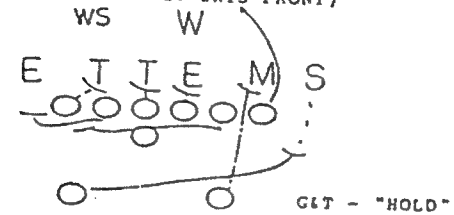
43 OVER REPLACE



43 UNDER REPLACE

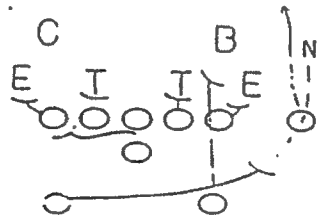


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

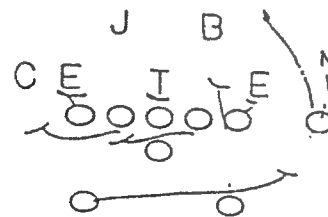


NICKEL FRONTS

42



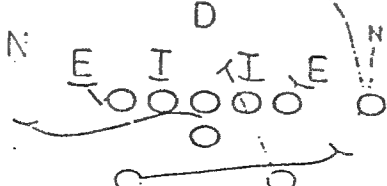
33



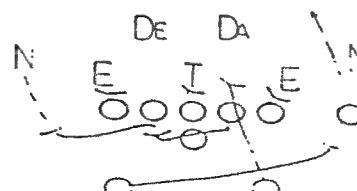
DIME FRONTS

41

(CHECK GAME PLAN VS. THIS FRONT)

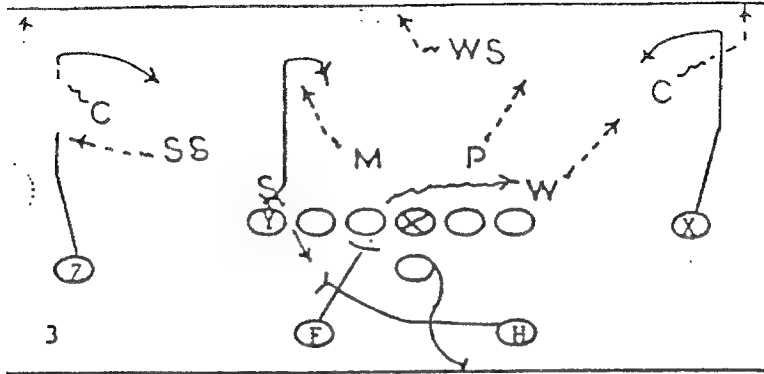


32

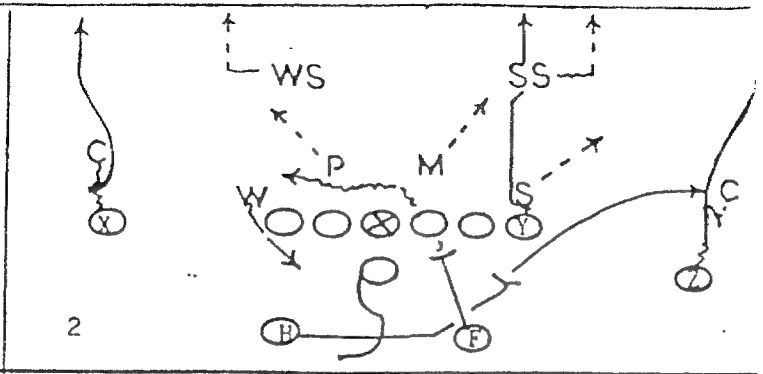


FROM 7

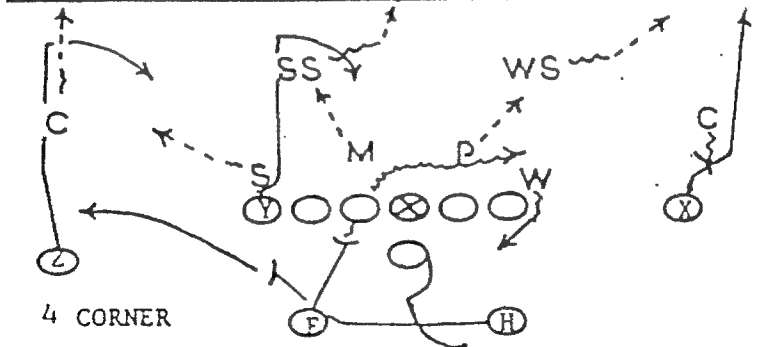
FROM 6



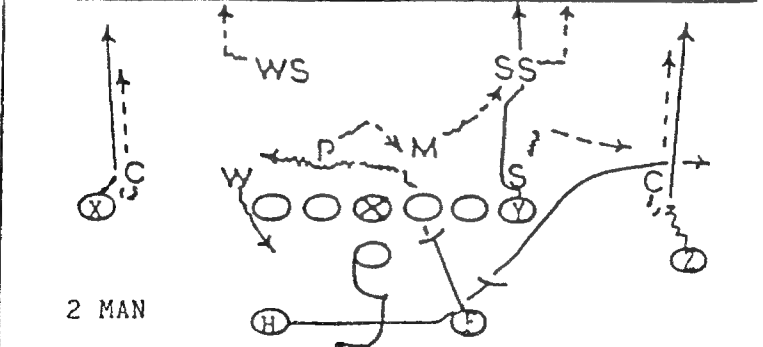
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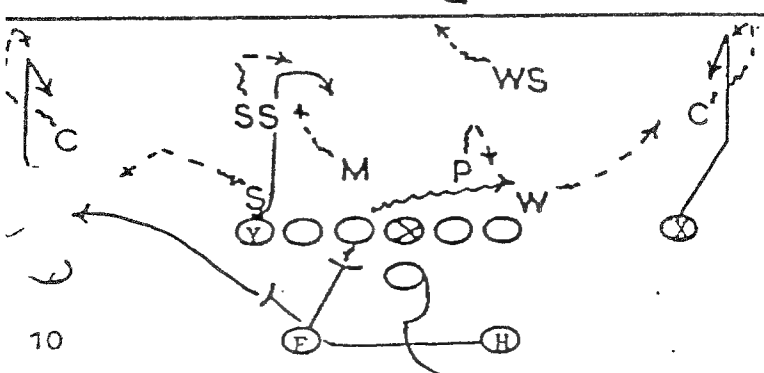
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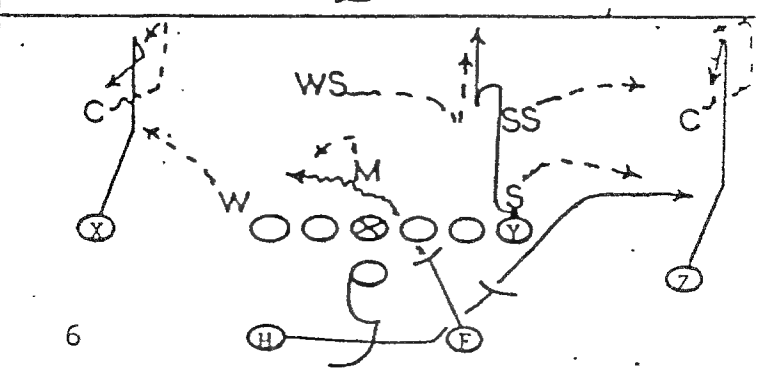
4 CORNER



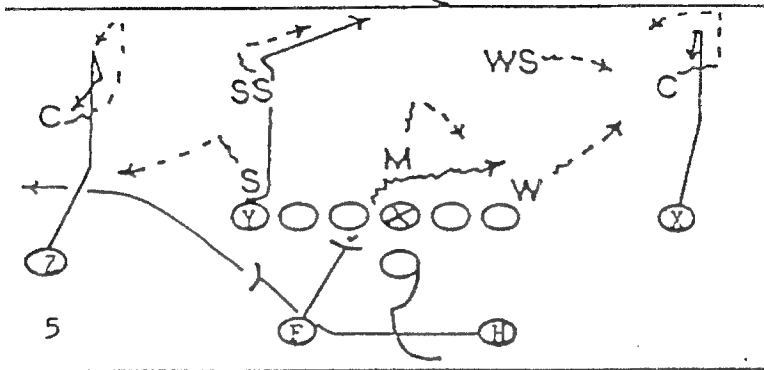
2 MAN



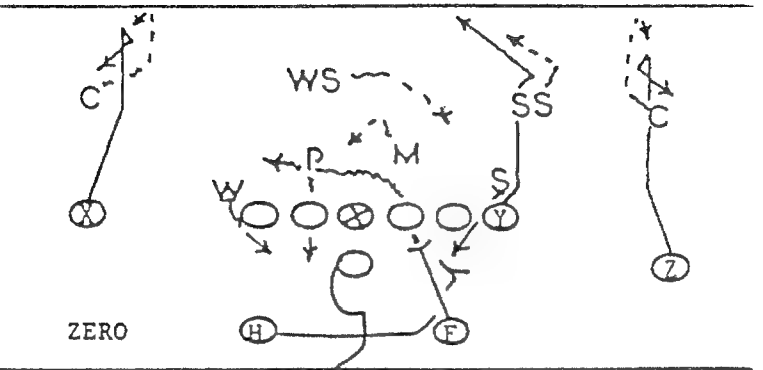
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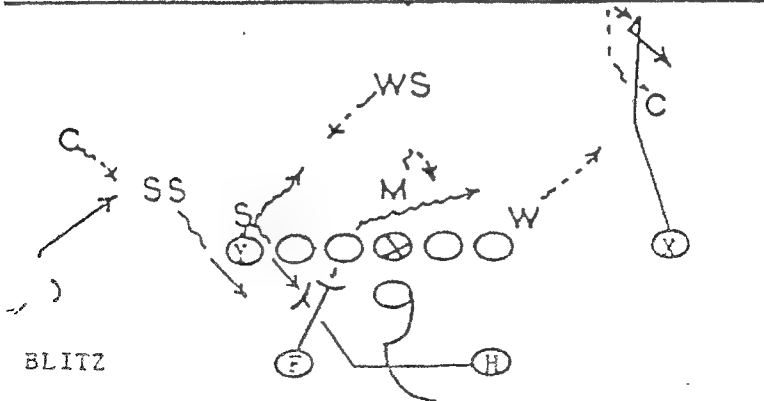
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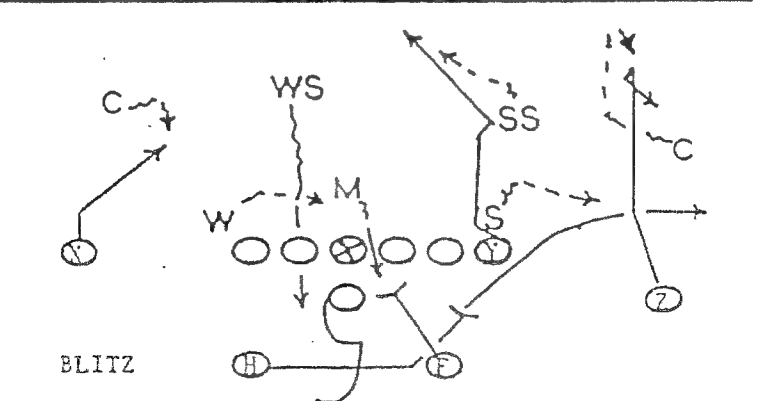
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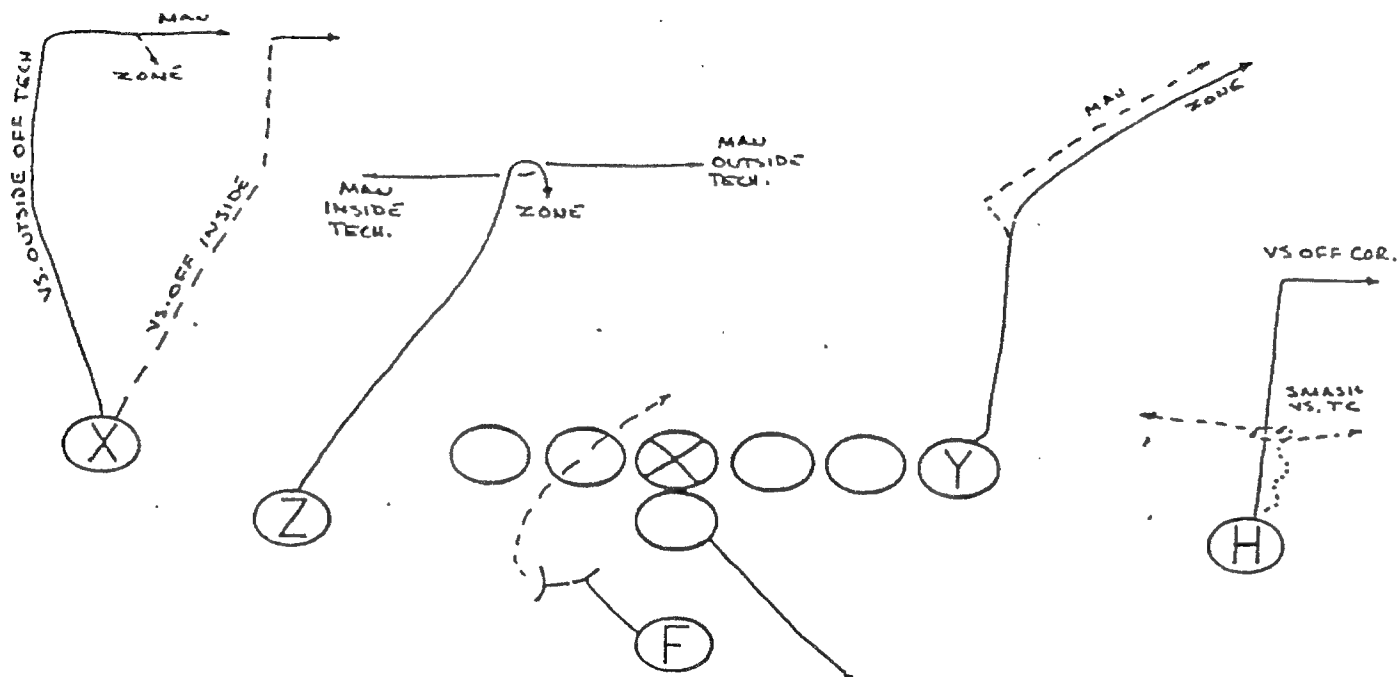
ZERO



BLITZ



BLITZ



QB

5 Step Half Sprint Drop. Set behind inside leg at front side tackle. Progression read. Work from sprint side back to backside pattern. Possible throw to F as dump off if neither backer dogs weak. Versus safety blitz, work sight adjustment side.

X

Run Cross (compliment to choice).
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Bench (compliment to out).
Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Choice.
Versus safety blitz your side, run safety blitz sight adjustment.

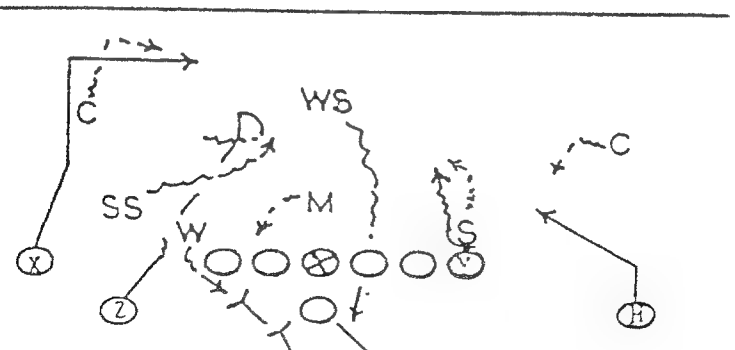
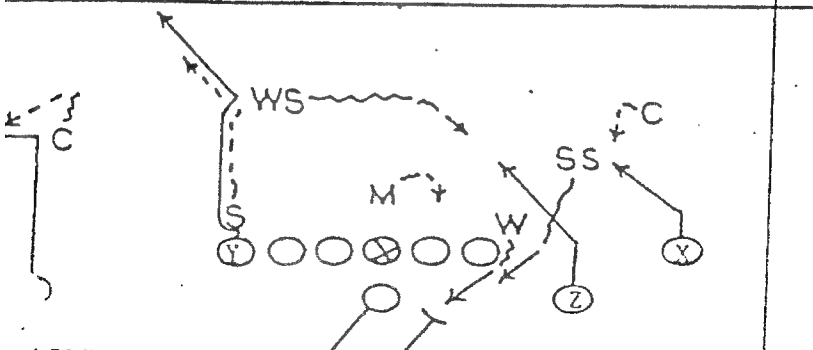
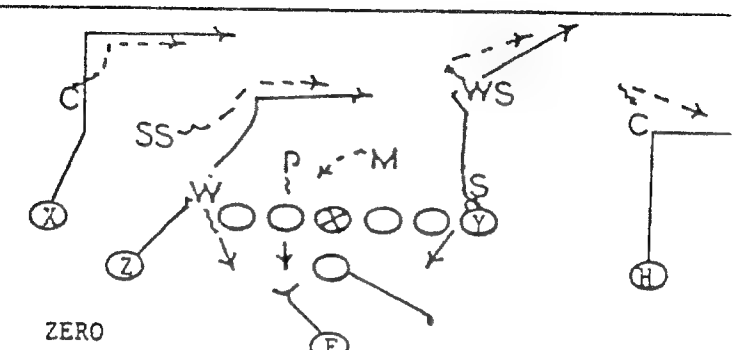
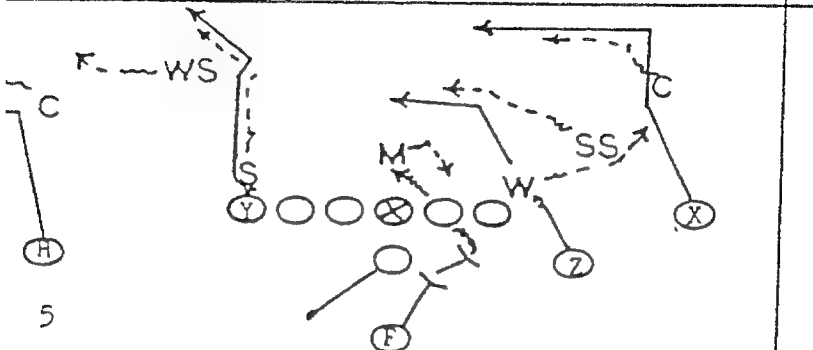
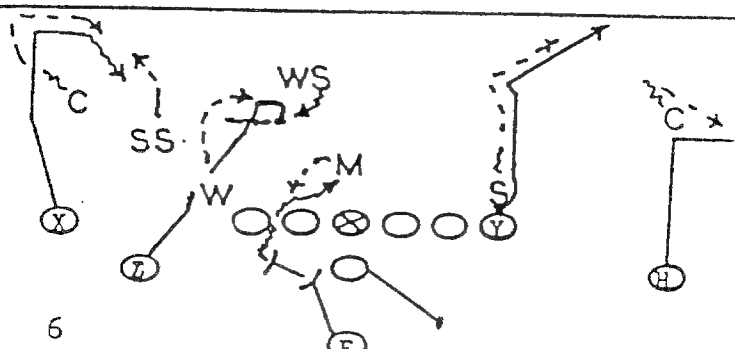
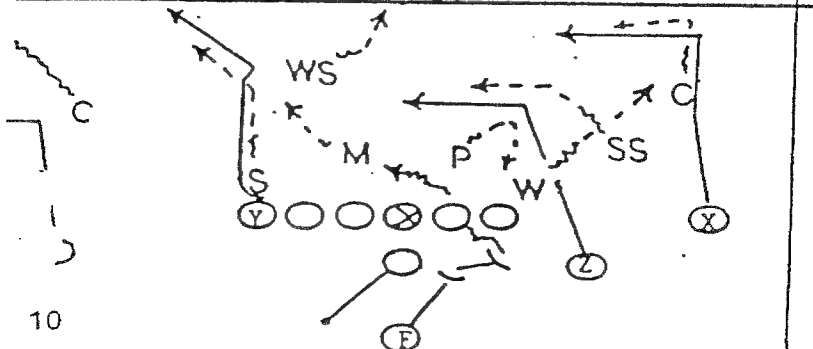
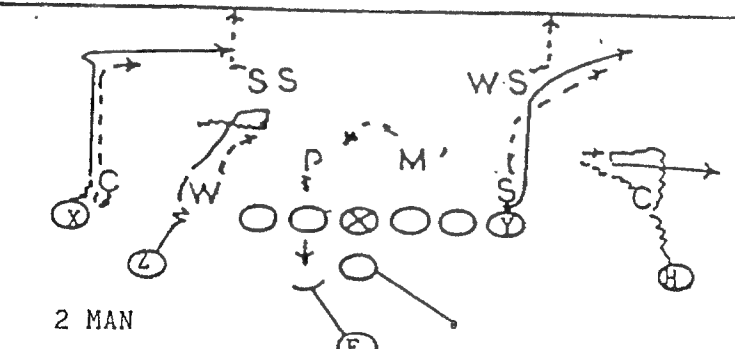
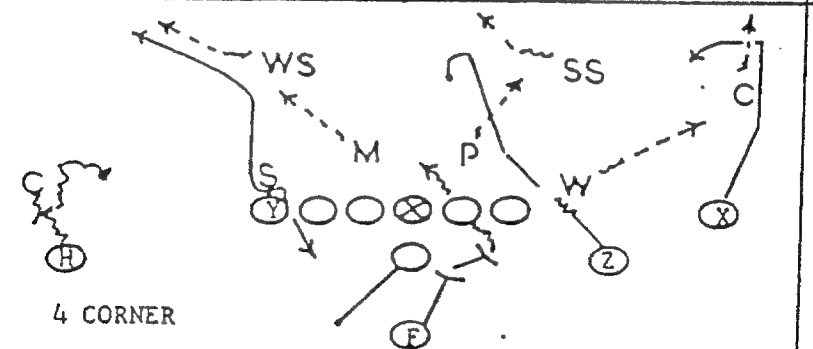
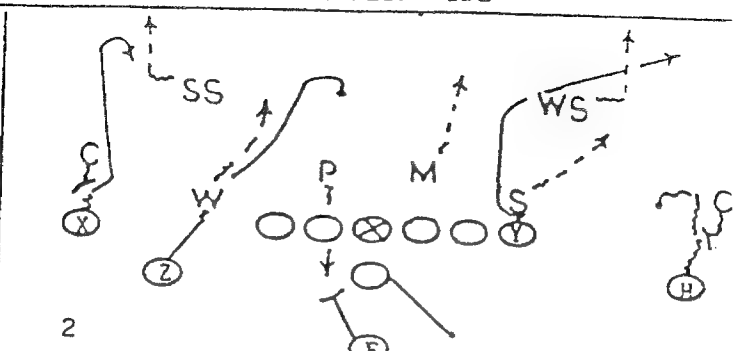
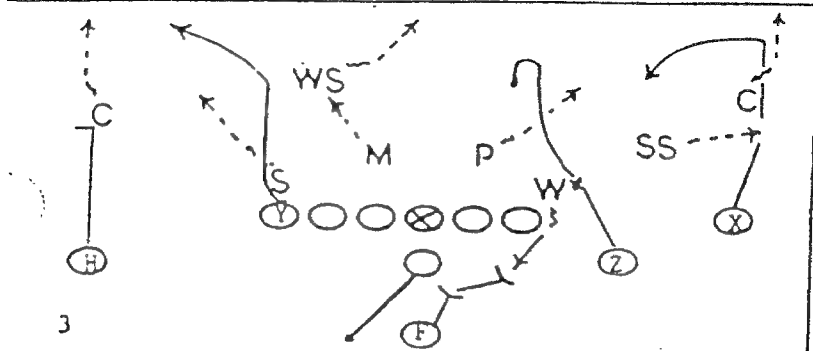
H

Run Out. Adjust to smash versus tough corner.

F

Double check backside linebackers versus 7 man fronts. N/T run delay.

FROM 2 FLIP WIDE



BOOT

I. BASIC PRINCIPLE

These are misdirection play action passes. The Backs fake play called. The line flows to the action called. The QB fakes the action and bootlegs away from the fake to run or throw using the off guard as a personal protector.

II. All linemen step or pull in the direction of the play called except the offside guard who pulls in opposite direction as personal protector for the QB.

A. Offside guard pull, hook most dangerous man and try to get QB outside the numbers.

B. Associated Calls:

1. SLAM, HIDE - indicates a TE will block before he releases.
2. Stay - indicates TE will block and stay on designated defender leaving only one for offside guard.
3. NO CALL - indicates no help from a TE and the possibility of two defenders to sort out.

III. QUARTERBACK

A. Make good fake and hang to let offside Guard get in front.

B. Get depth and width after fake. Pressure number area.

C. Associated Calls:

1. SLAM, HIDE indicates probability of getting outside.
2. NO CALL - indicates possibility of having to pull up.

IV. BACKS

Fake action called.

V. BLITZ ADJUSTMENT

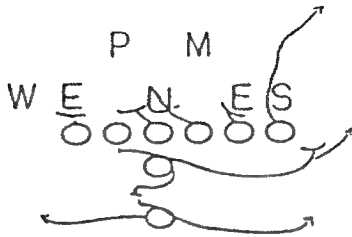
A. Vs. 34 - all receivers it takes one DB plus LB'er (Takes one plus)

B. Vs. 43 - all receivers it takes on DB. (Takes one)

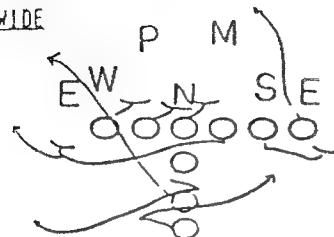
C. Vs. Substitute Defenses - check game plan for Blitz Adjustments.

34 FRONTS

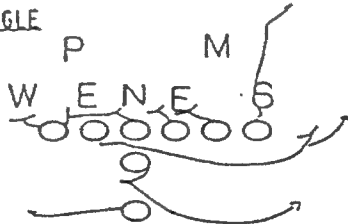
34



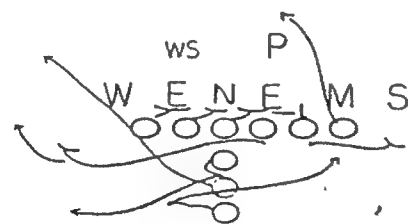
34 DOUBLE WIDE



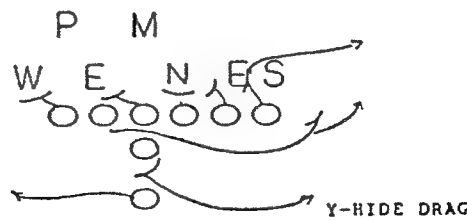
34 DOUBLE EAGLE



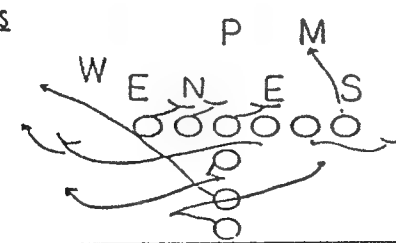
34 BEAR



34 PLUS

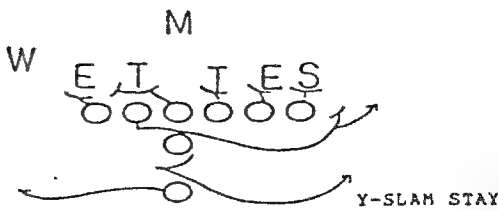


34 MINUS

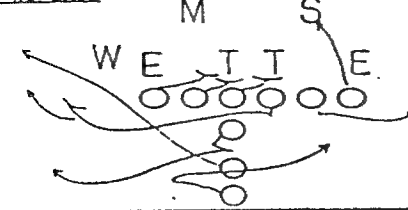


43 FRONTS

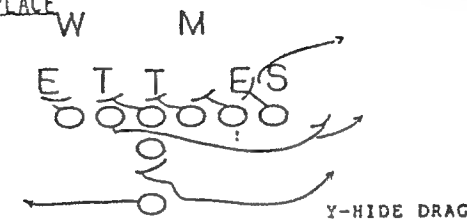
43



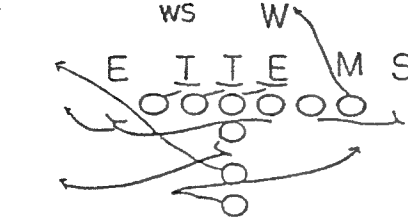
43 OVER REPLACE



43 UNDER REPLACE

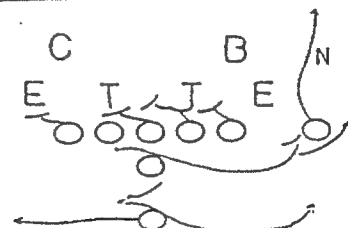


43 BEAR

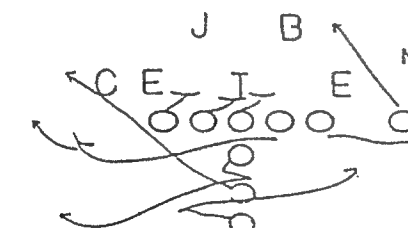


NICKEL FRONTS

42

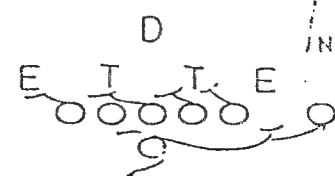


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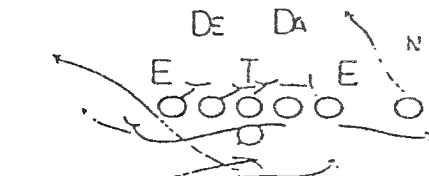


DIME FRONTS

41



32



NAKED

I. BASIC PRINCIPLE

These are misdirection play action passes. The backs fake play called. The line flows to the action called. The QB fakes the action and bootlegs away from the fake to run or throw.

II. LINE

- A. The tackle to the side of the play fake pulls outside and looks for 1st rusher.
- B. Both G's and C pull or reach to play fake side (possible cutoff technique by game plan.
- C. The tackle away from the fake uses a cutoff and wheel technique.
 - 1. Pull to the fake when DE is too wide.
 - 2. Pull to the fake when HIDE is called.

III. QUARTERBACK

Make good fake, get depth and width and bootleg away from fake.

IV. BACKS

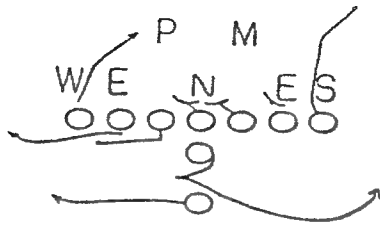
Fake action called.

V. BLITZ ADJUSTMENT:

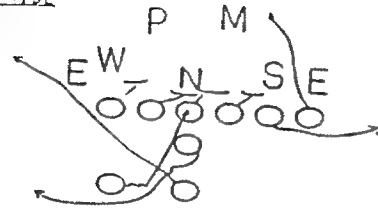
- A. Vs. 34 - all receivers it takes one DB plus LB. (Takes one plus)
- B. Vs. 43 - all receivers it takes one DB. (Takes one)
- C. Vs. Substitute Defense - check game plan for Blitz Adjustment.

34 FRONTS

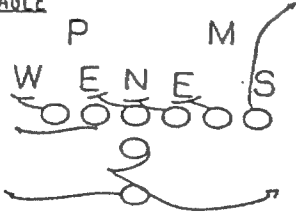
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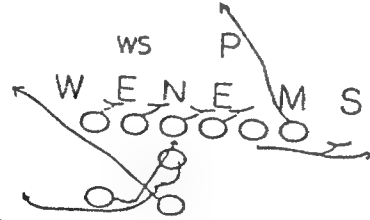
34 DOUBLE WIDE



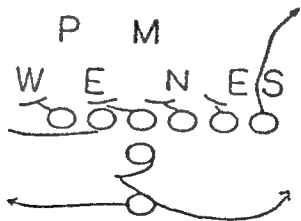
34 DOUBLE EAGLE



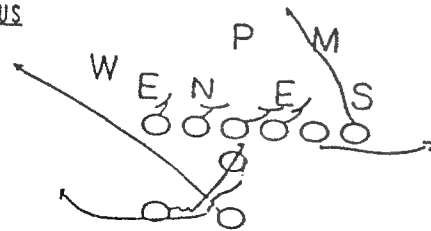
34 BEAR



34 PLUS

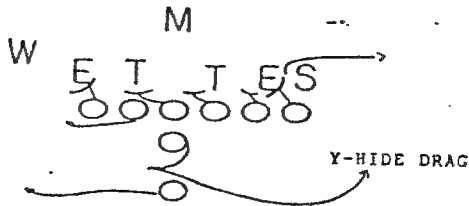


34 MINUS

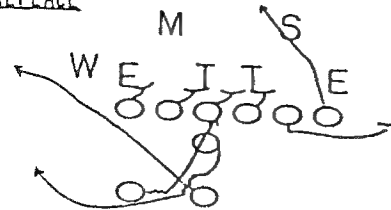


43 FRONTS

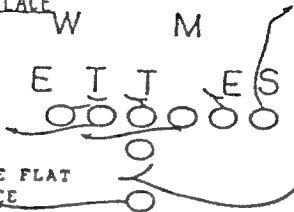
43



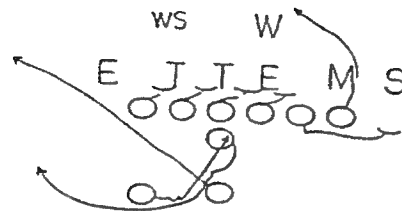
43 OVER REPLACE



43 UNDER REPLACE



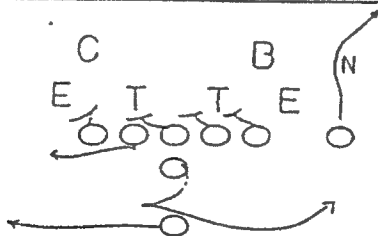
43 BEAR



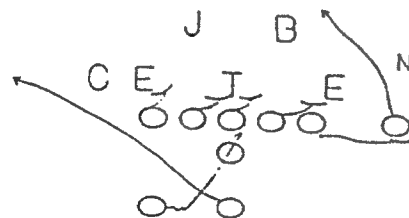
LT - POSSIBLE FLAT INFLUENCE

NICKEL FRONTS

42

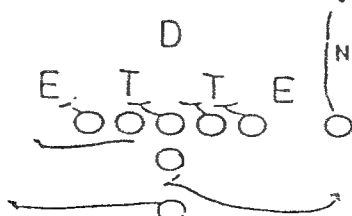


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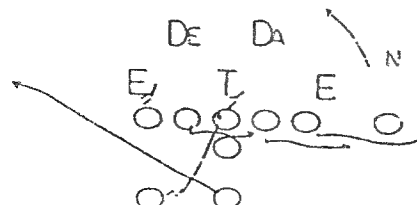


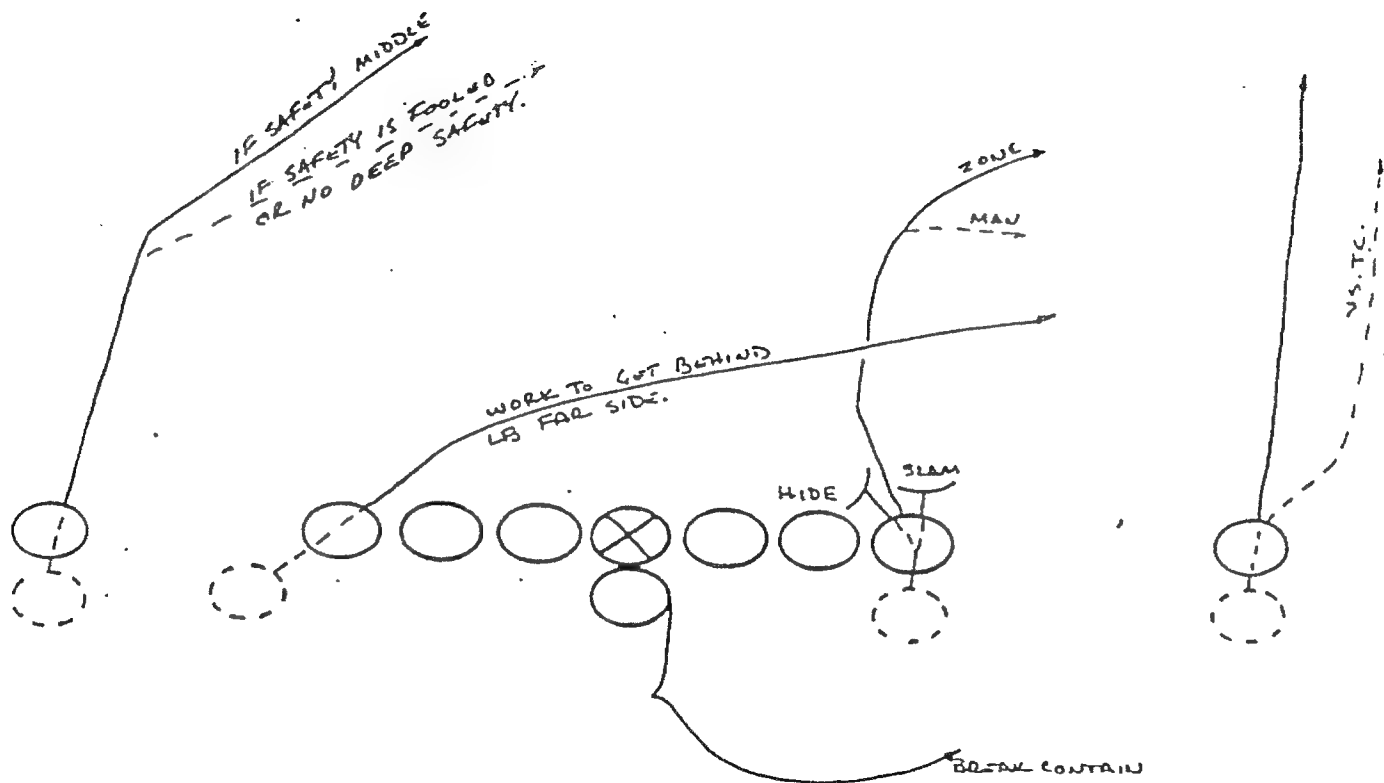
DIME FRONTS

41



32





QB

Fake play called then work to break contain to the side opposite the fake. Be ready for quick throw if defense is not fooled to the point you can get outside. Look to Flat, if one is called, then to the Go and back to the over. Versus safety blitz, abandon fake and work to sight adjustment side.

OUTSIDE RECEIVER FRONT SIDE (to side of QB sprint)

Run Go. Fade to streak versus tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

INSIDE RECEIVER FRONT SIDE (to side of QB sprint)

Slam Call - Block man over you.

Hide Call - Block down on man on tackle and stay high.

Strike Call - Block down on man on tackle and go low.

In no call to you - run a bench to beat the safety your side.

INSIDE RECEIVER BACKSIDE (side away from QB sprint)

Run a shallow over. Work to get behind LB on far side.

Versus safety blitz your side, run safety blitz sight adjustment.

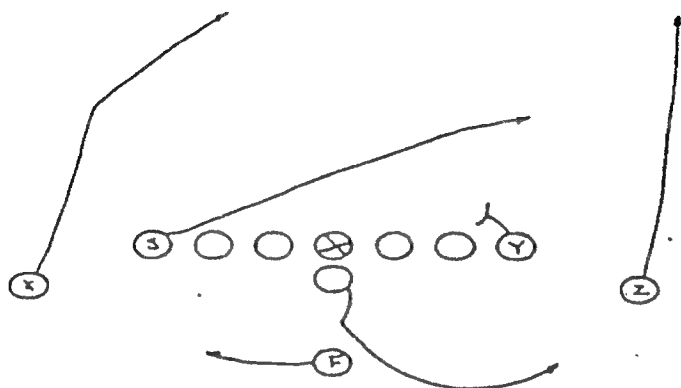
OUTSIDE RECEIVER BACKSIDE (side away from QB sprint)

Run Post. Work to get behind middle safety. Work to get open if no middle safety or he is fooled.

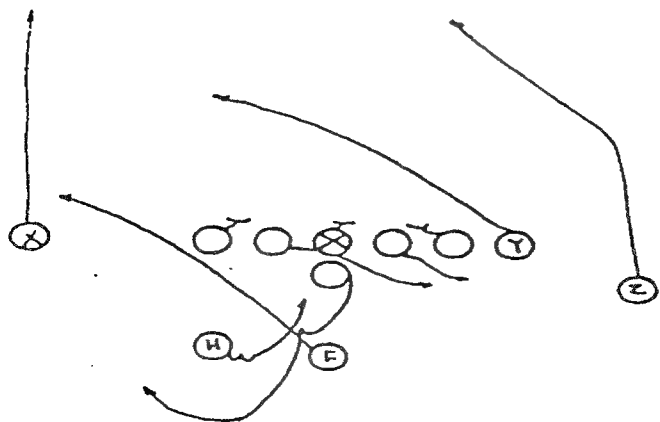
BACKS

Fake play called. Run route or blocking assignment called.

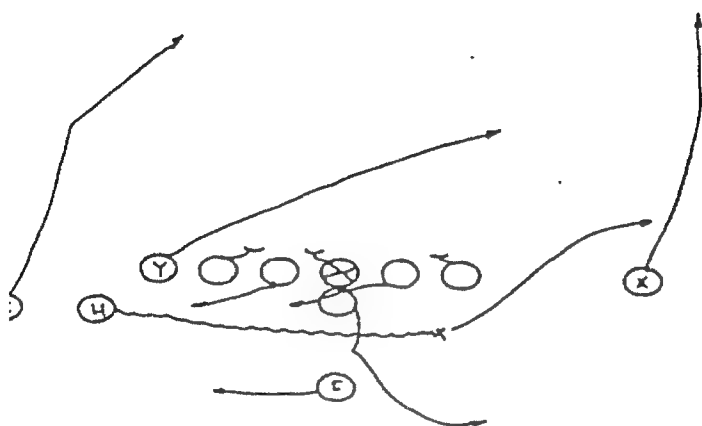
EXAMPLES OF NAKEDS



2 DW-FAKE PITCH 49 NAKED Y HIDE

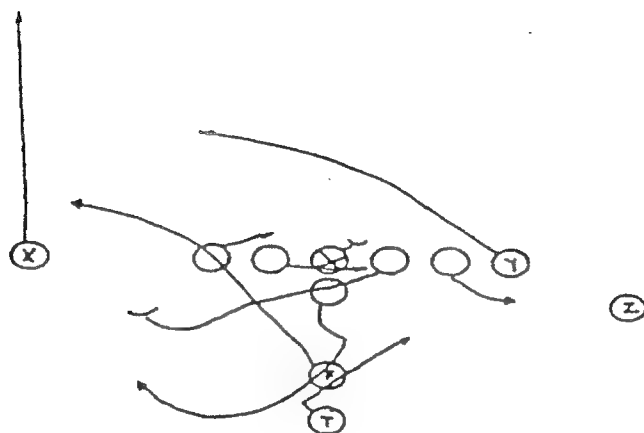


2 - FAKE LAG RT. NAKED

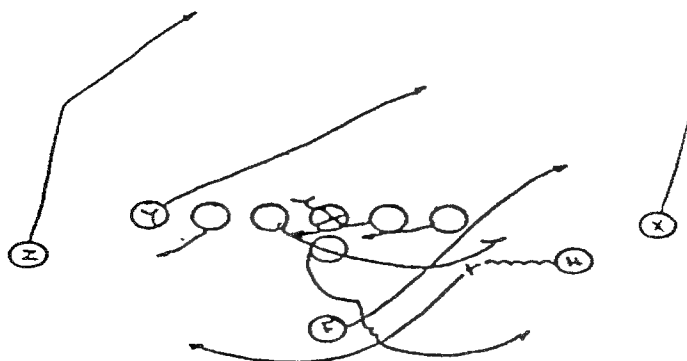


3 HIP HUM IN - FAKE PITCH 49 NAKED H FLAT

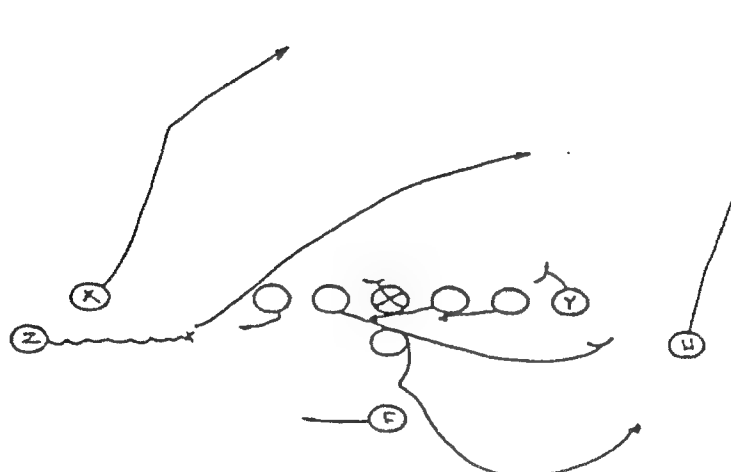
EXAMPLES OF BOOTS



0 - 6 TAG

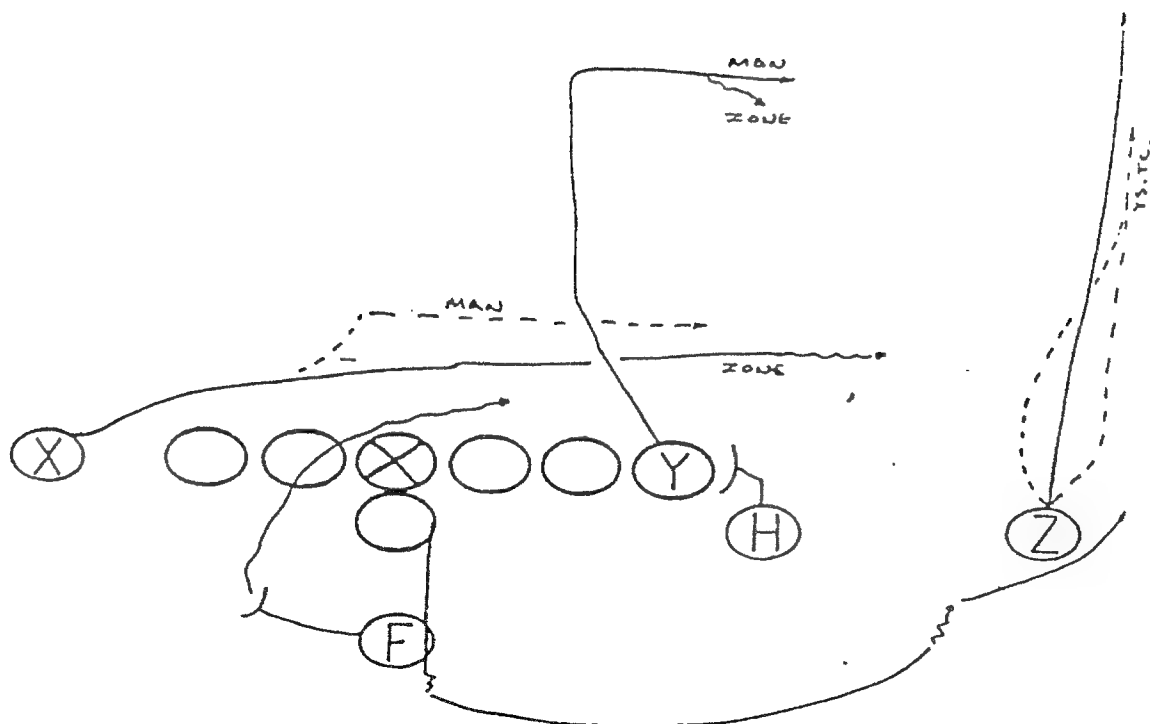


3 OUT HUM IN - FAKE H AROUND LT. BOOT



ZING 2 FLIP WIDE - FAKE PITCH 49
NAKED Y STRIKE

SPECIAL PASSES



QB

5 Step Drop. Settle then sprint for width. Once you clear pass rush, drift to throw. Give the linemen a "Go" call if running. Work from X to Y. Don't take sack. Run to boundary or throw away to Z. Versus safety blitz, stay in normal blitz pocket and work sight adjustment.

X

Run Sneak.

Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Flag.

Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Go. Fade or sink to Go versus tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

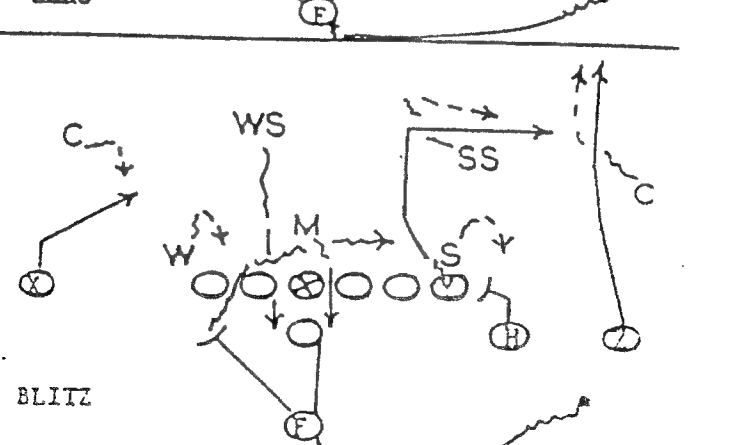
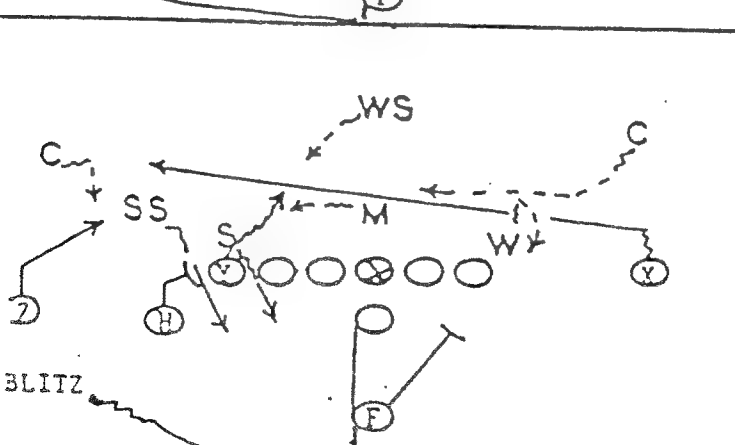
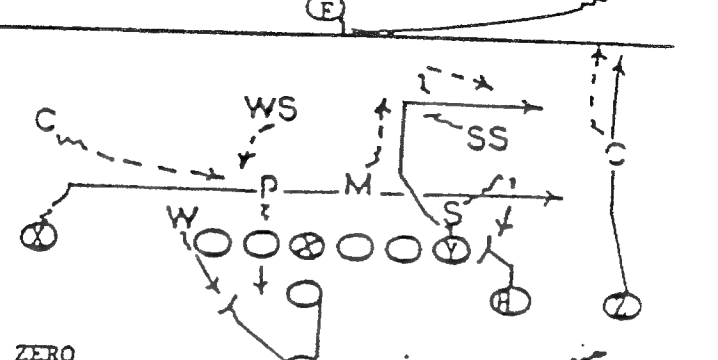
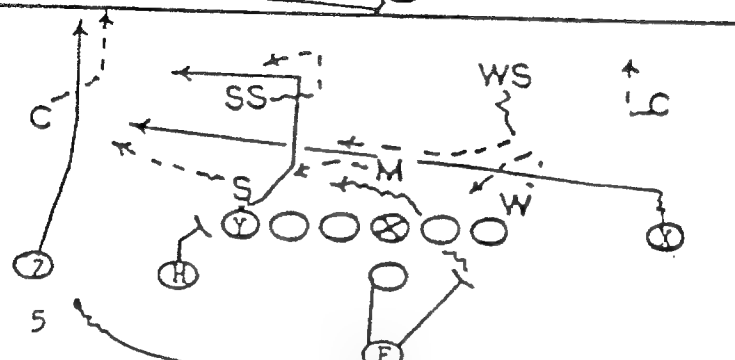
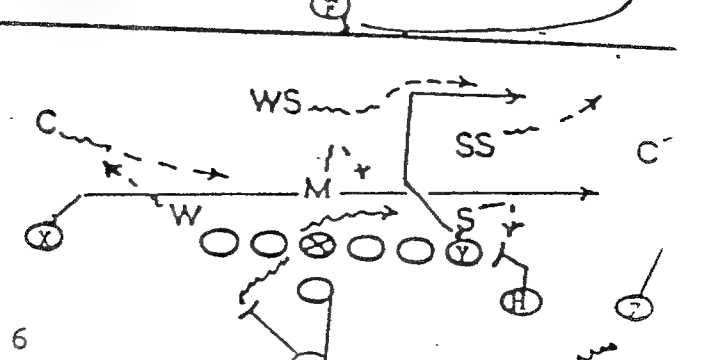
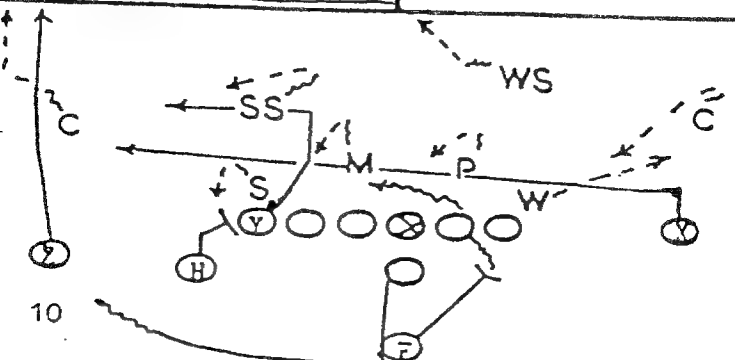
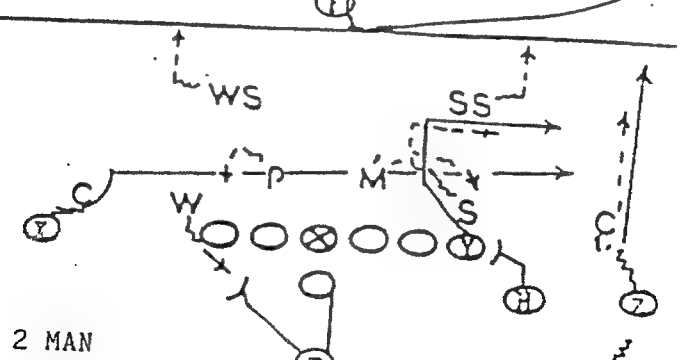
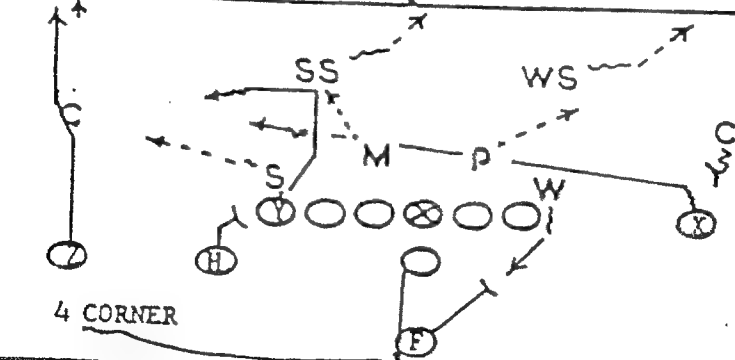
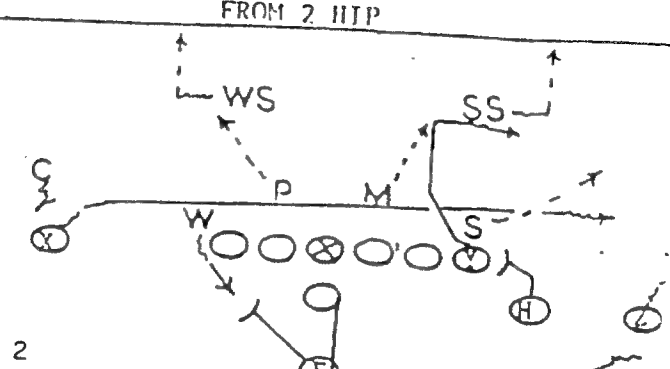
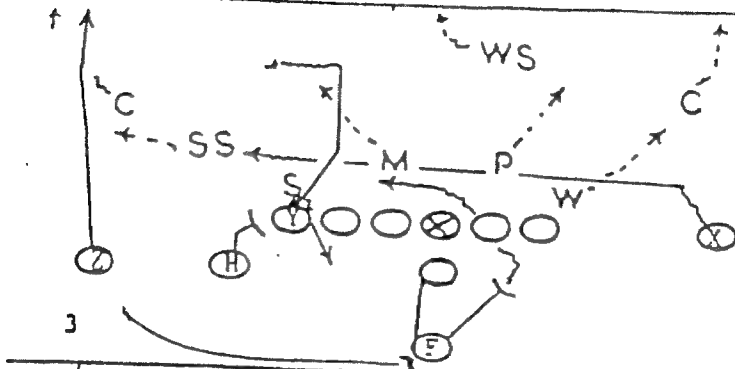
H

Check blocking assignment. N/T pin NDM in area.

F

FROM 3 HIP

FROM 2 HIP



SAFETY BLINDS AT ADJUSTMENTS

6 MAN PROTECTIONS

7 MAN FRONTS REGULAR		6 MAN FRONTS NICKEL		5 MAN FRONTS DIME	
43	34 OKIE 35	42	33	41 40	32 31
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	ALL RECEIVERS 1 DB	ALL RECEIVERS 1 DB + OLB	WEAKSIDE - 1 DB STRONGSIDE-2 DB's	WEAKSIDE-1 DB+OL STRONGSIDE-2 DB'
ALL RECEIVER 1 DB	ALL RECEIVERS 1 + LB	ALL RECEIVERS 1 DB	ALL RECEIVERS 1 DB + OLB	WEAKSIDE - 2 DB's STRONGSIDE-1 DB	WEAKSIDE - 2 DB STGSIDE-1 DB+OL;
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	ALL RECEIVERS 1 DB	ALL RECEIVERS 1 DB + OLB	WEAKSIDE - 2 DB's STRONGSIDE-1 DB	WEAKSIDE - 2 DB STGSIDE-1 DB+OL
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	ALL RECEIVERS 1 DB	ALL RECEIVERS 1 DB + OLB	WEAKSIDE - 1 DB STRONGSIDE-2 DB's	WEAKSIDE-1 DB+O STRONGSIDE-2 DB
SAME AS 90	SAME AS 90	SAME AS 90	SAME AS 90	CALL SIDE-1 DB+DON BACKSIDE -2 DB's	SAME AS 90

SAFETY BLITZ SIGHT ADJUSTMENTS

7 MAN PROTECTIONS

7 MAN FRONTS		6 MAN FRONTS		5 MAN FRONTS	
<u>REGULAR</u>		<u>NICKEL</u>		<u>DIME</u>	
43	34 OKIE 35	42	33	41 40	32 31
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -1 DB STRONGSIDE-2 DB's	WEAKSIDE-1 DB+OLB STRONGSIDE-2 DB's	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
50					
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -2 DB's STRONGSIDE-1 DB	WEAKSIDE - 2 DB's STGSIDE - 1 DB+OLB	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
TIGHT 50					
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -2 DB's STRONGSIDE-1 DB	WEAKSIDE - 2 DB's STGSIDE - 1 DB+OLB	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
70					
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -2 DB's STRONGSIDE-1 DB	WEAKSIDE - 2 DB's STGSIDE - 1 DB+OLB	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
3-60					
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -1 DB STRONGSIDE-2 DB's	WEAKSIDE-1DB+OLB STRONGSIDE-2 DB's	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
260					
ALL RECEIVERS 1 DB	ALL RECEIVERS 1 + LB	WEAKSIDE -1 DB STRONGSIDE-2 DB's	WEAKSIDE-1 DB+OLB STRONGSIDE-2 DB's	ALL RECEIVERS 2 DB's	ALL RECEIVERS 2 DB's
280					
ALL RECEIVERS	ALL RECEIVERS	WEAKSIDE -2 DB's	WEAKSIDE - 2 DB's	ALL RECEIVERS	ALL RECEIVERS

6 MAN PROTECTIONS	34 / OKIE / 35	7 MAN FRONTS	43	42	6 MAN (NICKEL)	33	41	5 MAN (DIME)	32/31
60	OL - Peg & Wanda & Sift Weak F - Dual Mike & Sam & Scan Strong H - Free	OL - Wanda & Sift Weak F - Dual Mike & Sam & Scan Strong H - Free	OL - Carol & Sift Weak F - Bob & Scan Strong H - Free	OL - Don & Sift Weak F - FB Strong H - Free	OL - Don & Sift Weak F - DB Strong H - Free	OL - Dan & Deb & Sift Weak F - DB Strong H - Free			
80	OL - Mike & Sam & Sift Strong F - Dual Peg & Wanda & Scan Weak H - Free	OL - Sam & Sift Strong F - Dual Mike & Wanda & Scan Weak H - Free	OL - Bob & Sift Strong F - Carol & Scan Weak H - Free	OL - Bob & Jean & Sift Strong F - Carol & Scan Weak H - Free	OL - Don & Sift Strong F - DB Weak H - Free	OL - Dan & Deb & Sift Strong F - DB Weak H - Free			
470 & 500	OL - Maggie Strong F - Regular Weak H - Free	OL - Mike & Sift Strong F - Reg. Weak H - Free	OL - Bob & Sift Strong F - Carol & Scan Weak H - Free	OL - Bob & Jean & Sift Strong F - Carol & Scan Weak H - Free	OL - Don & Sift Strong F - DB Weak H - Free	OL - Dan & Deb & Sift Strong F - FB Weak H - Free			
90	OL - Maggie Weak F - Regular Strong H - Free	OL - Mike & Sift Weak F - Regular Strong H - Free	OL - Carol & Sift Weak F - Bob & Scan Strong H - Free	OL - Carol & Jean & Sift Weak F - Bob & Scan Strong H - Free	OL - Don & Sift Weak F - DB Strong H - Free	OL - Dan & Deb & Sift Weak F - DB Strong H - Free			
900	Convert to 90	Convert to 90	Convert to 90	Convert to 90	Convert to 90	Convert to 90			
600 P.A. STRONG	OL - Peg & Wanda & Sift Weak LB - Free RB - Dual Mike & Sam & Scan Strong	OL - Wanda & Sift Weak LB - Free RB - Dual Mike & Sam & Scan Strong	OL - Carol & Sift Weak LB - Free RB - Bob & Scan Strong	OL - Carol & Jean & Sift Weak LB - Free RB - Bob & Jean Strong	OL - Don & Sift Weak LB - Free RB - DB Strong	OL - Dan & Deb & Sift Weak LB - Free RB - DB Strong			
600 P.A. WEAK	OL - Sam & Mike & Sift Strong LB - Free RB - Dual Peg & Wanda & Scan Weak	OL - Sam & Sift Strong LB - Free RB - Dual Mike & Wanda & Scan Weak	OL - Bob & Sift Strong LB - Free RB - Carol & Scan Weak	OL - Bob & Jean & Sift Strong LB - Free RB - Carol & Scan Weak	OL - Don & Sift Strong LB - Free RB - DB Weak	OL - Dan & Deb & Sift Strong LB - Free RD - DB Weak			

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ACTIONS	7 MAN FRONTS		6 MAN FRONTS (NICKEL)		5 MAN FRONTS (DIME)	
	34 / OKIE / 35	43	42	33	41/40	32/31
	OL - Molly Weak F - Reg. Strong H - Molly Weak	OL - No Molly - Reg. F - Reg. Strong H - Reg. Weak	OL - Bob F - DB Strong H - Carol & Scan Weak	OL - Bob & Jean F - DB Strong H - Carol & Scan Weak	OL - Don F - DB Strong H - DB Weak	OL - Dan & Deb F - DB Strong H - DB Weak
T	F - Molly Strong H - Reg. Weak	F - Reg. Strong H - Reg. Weak	F - Bob & Scan Strong H - DB Weak	OL - Carol & Jean F - Bob & Scan Strong H - DB Weak	OL - Don F - DB Strong H - DB Weak	OL - Dan & Deb F - DB Strong H - DB Weak
	OL - Molly Weak F - Check EMOL F - Molly Weak H - Free	OL - No Molly - Reg. F - Check EMOL F - Reg. Weak H - Free	OL - Carol F - Bob & Sift Strong F - DB Weak H - Free	OL - Carol & Jean F - Bob & Sift Strong F - DB Weak H - Free	OL - Don F - DB Strong F - DB Weak H - Free	OL - Dan & Deb F - DB Strong F - DB Weak H - Free
P.A.	OL - Peg & Wanda & Sift Weak F - Check EMOL F - Mike H - Free	OL - Wanda & Sift Weak F - Check EMOL F - Mike H - Free	OL - Carol & Sift Weak F - DB Strong F - Bob H - Free	OL - Carol & Jean & Sift Weak F - DB Strong F - Bob H - Free	OL - Don F - DB Strong F - DB Weak H - Free	OL - Dan & Deb F - DB Strong F - DB Weak H - Free
P.A. NG	OL - Peg & Wanda & Sift Weak LB - Sam RB - Mike	OL - Wanda & Sift Weak LB - Sam RB - Mike	OL - Carol & Sift Weak LB - DB Strong RB - Bob & Scan Strong	OL - Carol & Jean & Sift Weak LB - DB Strong RB - Bob & Scan Strong	OL - Don LB - DB Strong RB - DB Weak	OL - Dan & Deb LB - DB Strong RB - DB Weak
P.A.	OL - Mike & Sam & Sift Strong LB - Wanda RB - Peg	OL - Sam & Sift Strong LB - Wanda RB - Mike	OL - Bob & Scan Strong LB - DB Weak RB - Carol & Scan Weak	OL - Bob & Jean & Sift Strong LB - DB Weak RB - Carol & Scan Weak	OL - Don LB - DB Weak RB - DB Strong	OL - Dan & Deb LB - DB Weak RB - DB Strong
	OL - Reg. (No Molly) F - Reg. Strong H - Reg. Weak	OL - Reg. (No Molly) F - Reg. Strong H - Reg. Weak	OL - Bob F - DB Strong H - Carol & Scan Weak	OL - Bob & Jean F - DB Strong H - Carol & Scan Weak	OL - Don F - DB Strong H - DB Weak	OL - Dan & Deb F - DB Strong H - DB Weak
	OL - Reg. (No Molly) F - Check EMOL F - Reg. Wk. (No Molly) H - Free	OL - Reg. (No Molly) F - Check EMOL F - Reg. Weak H - Free	OL - Carol F - Bob & Sift Strong F - DB Weak H - Free	OL - Carol & Jean F - Bob & Sift Strong F - DB Weak H - Free	OL - Don F - DB Strong F - DB Weak H - Free	OL - Dan & Deb F - DB Strong F - DB Weak H - Free

